

POPULAR Computing WEEKLY

Only 40p.

22-28 November 1984

It's the best selling weekly

Vol 3 No 47

Desk-bound

ICL has now launched its QL technology-based One Per Desk executive workstation.

The machine — the first device to incorporate a computer and intelligent telephone terminal in one package — is available in a number of configurations with the base model costing £1195.

One Per Desk (OPD) has been developed from a modified QL and has 128K Ram, 68008 processor, ICL variant of Sinclair SuperBasic, and twin Sinclair Microdrives. It is supplied with either a monochrome or colour monitor. Psion's Xchange suite of software is also available as an option (£150) on a plug-in Rom cartridge.

OPD includes a built-in telephone with conventional handset and software auto-dial directory, capable of storing up

to 500 names and numbers. An integrated, switchable baudrate (300, 600, 1200 or 1200/75) modem provides — with a built-in database directory — single-key access to networks such as Prestel, BT Gold and PSS, as well as Telex facilities.

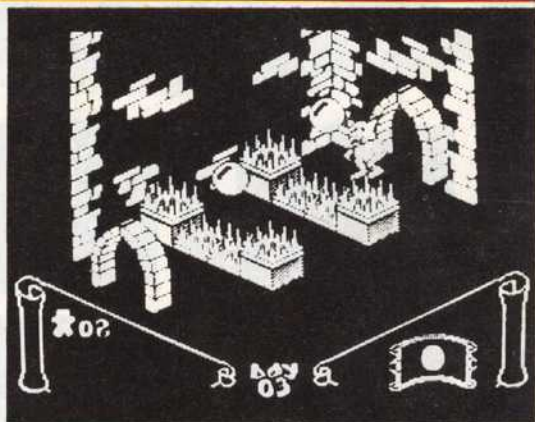
An auto-answer capability is linked to a built-in speech synthesiser to provide preprogrammed replies and a message facility automatically records incoming data. OPD also features a built-in calculator and clock.

One Per Desk will be available in January.

Oric rights go to Tansoft

HOT on the heels of the announcement by Oric (see *Popular Computing Weekly*, November 15) of three new micros planned for next spring, the company has given sole UK marketing rights of all Oric products — including the Atmos — to Tansoft.

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ULTIMATE's latest game for the Spectrum — *Knight Lore* — features impressive 3D graphics and is available on cassette, priced at £9.95.

QL No. 2

SINCLAIR is planning to launch a second QL model in the spring of next year.

The machine — pitched slightly up-market from the present QL — will differ in that it will have a redesigned circuit board, modified to accommodate Psion's Xchange suite of programs — the more sophisticated versions of the present four QL packages — as a built-in extension of the machine's Rom.

Having the packages built in this way offers a number of advantages. Using the packages is simpler and easier — they no longer need to be loaded from Microdrive and

system access to Rom is faster than from Ram. True multitasking is possible and jobs running on any or all of the packages can be run concurrently. The exchange of data between the four packages is quicker. Finally, because the software is provided in five Rom chips (160K in all) the full 128K of Ram is available as work-space.

The Psion Xchange Roms in the new QL model will be very similar to those provided in ICL's new One Per Desk project launched last week (see the separate report, this page). The Rom versions are faster

continued on page 5▶





PICTURE YOURSELF ON T.V.

■ We're not the only people who think 'Art Master' and 'Picture Builder' are two quite exceptional computer graphics software programs.

■ Tony and Rolf do, too. Otherwise they'd never have agreed to put their name to them.

■ With both 'Art Master' and 'Picture Builder' you can create full colour pictures on your own T.V. screen.

■ And believe us when we say those pictures will match

the best computer graphics you have ever seen.

■ Anywhere.

■ The pictures are drawn using either the keyboard or a joystick, and can be stored on either tape or on disk.

■ With 'Picture Builder' you are presented with a palette of 121 colour shades (more than enough for any budding Michaelangelo).

■ And a collection of character sets totalling over 250 shapes.

■ So you're hardly stumped for choice.

■ You simply choose your colours and characters, then 'build up' your picture. Just like any other artist.

■ With 'Art Master' you again get a choice of 121 colour shades.

■ But this time you can draw whatever shapes you like, creating your very own high resolution masterpiece from a blank screen.

■ It is even possible to draw circles, and store and then recall a back-up picture – which is more than you can do with other graphics programs.

■ Everyone, from the six

year old right up to the 66 year old, will enjoy 'Art Master' and 'Picture Builder'.

■ Like all of our software, they have been specifically designed to get the best out of Commodore hardware.

■ That's why you can't choose better.

■ Commodore software: it costs no more, even though there's more to it.

 **commodore**
COMPUTER SOFTWARE



■ PICTURE BUILDER ON CASSETTE. ART MASTER ON CASSETTE OR DISK. EACH £9.99.

Do you ever wonder what happens to the people involved with companies which have crashed spectacularly after they fall from the headlines?

Take Imagine, for example. A substantial sum of money — over £1m — was owed by the company when it folded.

Yet since the company went down in July all of its directors and senior employees have now resurfaced.

Imagine managing director Mark Butler is working for Voyager Software. Bruce Everiss — Imagine's operations director — after a spell doing PR work for Yamaha, has decided to accept a job as managing director of Tansoft. Ian MacPherson — Imagine's credit control manager — is now occupying a similar post at distributor Microdealer. John Gibson — one of Imagine's top programmers — has formed a new company — Denton Designs — together with eight other former Imagine programmers working on contract work for Beyond and Ocean.

A bizarre twist is the Sinclair connection. After spending a short vacation in the US, Ian Hetherington — Imagine's financial director — has teamed up with Imagine chairman, Dave Lawson in another new company, Fireiron, to continue work on the Imagine Megagames for Sinclair. They are now on a reportedly hefty retainer from Sinclair being paid to continue the same programming work started before Imagine went down.

Even the Imagine name is to live on — Beau Jolly will continue to sell the company's back catalogue and Ocean will develop new titles to sell under the Imagine label.

In one sense nothing much seems to have changed.

In the future, though, things may be a little different for directors involved with such companies. The Government is to introduce in this session of parliament its Insolvency Bill aimed at tightening the regulations regarding company failures.

One of the intentions of the bill is to make directors more accountable in the event of a company's failure and, in particular, to prohibit the holding of directorships by individuals with a history of company insolvencies.

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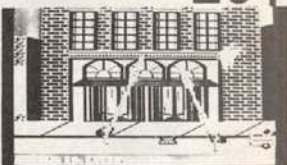
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ABC

56,052 copies sold every week
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Computer Trade Association Magazine of the Year

WILDEST DREAMS

Software Rental

Just a couple of questions for the computer gamer

1. When did you buy your last computer game?
2. How often have you played it?



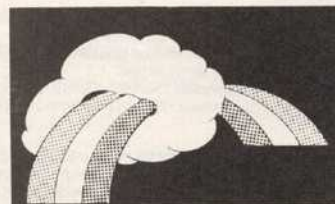
Buying software can seem a pretty bad deal when you pay £5.99 for only a couple of hours play.

Well, now you can visit the Circus, help King Clive in his dungeon, beat the computer on your Lazer Byke, explore deep space, eat your way through a cheese warehouse and get totally infuriated by the Mazeball, all for less than the price of one new cassette.

How? well, if you go down to your Video dealer today, you're in for a big surprise. He can hire you a Wildest Dream rental cassette for your Spectrum or Commodore 64, featuring one of these games, at a very reasonable price (say about one tenth the price of a good recent game ...)

And its not somebody else's old stock were trying to hire you. These are all brand new games that you've never seen before in the shops - and you won't see them in the shops later.

Only through your local Video dealer can you hire Wildest Dreams rental software.



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Tel: (0203) 663085

Tansoft

◀continued from page 1

Bruce Everiss, ex-Operations Manager of the failed Liverpool-based software company, Imagine, has been selected as managing director of the new-look Tansoft.

"I've always felt that the Atmos was let down by lack of marketing," he commented. "At £150 with a proper keyboard it knocks the socks off the Electron." His appointment as Tansoft managing director follows a recent shake-up at Tansoft which saw the departure of his former chief Paul Kaufmann, and the appointment of Oric managing director Barry Muncaster as Tansoft chairman.

Moderate turnout at ZX fair

THIS year's Christmas ZX Fair, held last weekend at Alexandra Pavilion attracted moderate crowds but few exhibitors.

By the second day of the show Sinclair was offering a free ZX81 with every QL bought and by the end was knocking £20 off the QL's £399 price.

In contrast — rather surprisingly — the 6809 Show for Dragon and Tandy owners, held over the same weekend, attracted large crowds.

Adventures for CBM 64

A NEW range of Commodore 64 games based on books by top science-fiction authors like Ray Bradbury and Arthur C Clarke are soon to be available in this country.

The programs have been written by the American software house Trillium which specialises in sophisticated adventure



Atari price cut in US

ATARI Corporation in the US has announced its intention to further reduce the cost of its 800XL computer by almost a third, from \$179 to \$120 (about £100).

New Acorn products at Compec

ACORN has announced a number of new products for its BBC and Electron machine's at this year's Compec Show, held last week.

The Plus 3 add-on for the Electron gives the micro a neat 3 1/2 inch single-sided disc drive and interface package, providing 300K of storage. The Plus 3 is available now, price £229. An RS432 communications interface for the Electron is also planned.

For the BBC micro, Acorn launched its Music 500 music synthesiser and optional add-on music keyboard. The

synthesiser itself costs £199. Two languages were on show — ISO Pascal, available now, and Logo available in December. Both are priced at £69.

On the business side Acorn launched a Winchester hard disc unit for the BBC costing £1,499 for a 10M system and £2,299 for a 30M system — both available now. Its long-awaited 32016 32-bit second processor option was also shown. Bundled with five languages — BBC Basic C, Fortran 77, Lisp and Pascal — the whole package costs £899 and will be available in early 1985.



Acorn's Plus 3 add-on

ture games — so-called interactive fiction — based on science-fiction book titles.

The titles include software based on *Rendezvous with Rama* by Arthur C Clarke, *Fahrenheit 451* by Ray Bradbury, *Dragonword* by Preiss and Reaves, *Amazon* by Michael Crichton and *Shadowkeep* by Alan Dean Foster.

All are disc based C64 titles — because of the amount of text and graphics involved — and will retail for £19.95.

The titles are to be distributed in the UK by WHS Distribution, a subsidiary of W H Smith, and will be available from the end of this month.

The price drop has led to speculation that the UK price of £169.99 might also soon be reduced. Commented Atari Corporation UK's managing director Simon Westbrook, "There are no plans at present to reduce the price but I could not rule it out in the future."

Second QL

◀continued from page 1

and more compact (in memory terms) than the disc-based Xchange suites for the IBM PC, Apricot and others because, instead of being written in C, the packages have been hand-coded in machine-code.

The up-market version of the QL is expected to sell for around £500 and Sinclair apparently intends to market it in parallel with the present £399 model.

As for export, it seems likely that Sinclair will concentrate its efforts on the new QL model.

Sinclair may well launch the more expensive QL model in the US in the New Year, in preference to the present version.

Going, going... still going

THE last remaining assets of Imagine, the failed Liverpool software house, are to be sold off by public tender in December.

The equipment, including 15 Sage microcomputers, 20 portable colour TVs, executive desks, armchairs and typists' chairs, will be on view on December 10 and 11.

Details from the auctioneer's offices, Turner and Son, 28-36 Roscoe Street, Liverpool L1 (051 709 4005).

Slow start for retailers

MAJOR retail chains, both in the UK and in the US are experiencing a slow start to Christmas hardware sales.

In the US, sales of the Commodore 64 are apparently down between 10 and 30% from last year's figures.

The Commodore 64 accounts for more than 50% of all under \$500 micros in the States. Its only competitors are the Atari 800XL, which has only shown a slight sales rise after a price cut down to \$179, and Coleco's Adam, for which sales have been disappointing.

Although in Britain the marketplace is more competitive, with a greater variety of machines, it seems that here, too, sales are not much up on last year. Peter Frost, of Boots computer buying department, said: "It is still anyone's guess whether the market will develop as it did last year. I don't

think our sales this Christmas will be worse than last year, but they may not be better."

Dave Bryant, sales manager for home computers at Spectrum group, commented: "The trend has certainly slowed down so far this year, but with TV advertising from a number of companies, including Commodore, I think there will be a big surge in December." At W H Smith, George Bradbury added: "The market is taking a while to get going, but it's okay now."

All three commented that the C16 and the Spectrum+ are currently selling well.

Views on MSX machines now reaching the shops were mixed. "It looks as though MSX micros will be few and far between this Christmas," said Dave Bryant. "The Toshiba is selling, but, frankly, not very well," added Peter Frost.

SHARDS SOFTWARE PRESENTS ...

for SPECTRUM 48k

GALILEE

The long awaited sequel to
JERICO ROAD

Galilee is an extensive text adventure with graphics. As the story unfolds you will become entangled in the drama that surrounded the early days of the Christian era.

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WORLDS APART

SHARDS



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CBM 64
Atari Spectrum
BBC Micro and
Amiga



Selected
Stores

AVAILABLE NOW AT ALL GOOD STOCKISTS or by MAIL ORDER (send cheque/PO) from SHARDS SOFTWARE Roycroft House Linton Road Barking Essex
OR Telephone through your Access/Visa order to 01-591 7666

First-rate

Hardware *Ferguson TX Portable Colour Monitor Television* **Price** £229.95 **Supplier** Thorn EMI Ferguson, Cambridge House, Great Cambridge Road, Enfield, Middx.

After peering closely at my TV screen for some time to read the script on *Tasword* or having to bring home a heavy monitor to use the school BBC B at home, I decided to give the new Ferguson TX with RGB a trial.

Before using the Spectrum with the set I needed to fit a video output adapter then make up a suitable lead. Adapt Electronics sell a suitable adapter with clear instructions.

Ten minutes to solder up a lead between phono and a 240 degree din plug (the connections are shown on the back of the TV), switch on and plug in with fingers crossed.

Voila! With a click the screen lights up with a clear image and no background noise (the volume may be left set for TV usage, sound is muted automatically). Trying *Border*, *Paper* and *Ink* on various settings revealed that the colours were clear and bright. The image is generally much sharper than normal.

I tried the new monitor out on a few games. *Jetset Willy* jumps and marches through the sparkling halls of his mansion with a crispness not seen before. On to *Valhalla* and after a little fiddle with the variable capacitors C1, C2, the small figures are sharp and steady and bottles and rings are recognisable. The only fault being green, blue and yellow which when mixed as in the trees still scintillate; well we can't have everything. I shall be reluctant to take this set back to the shop.

Using *Tasword* with a blue paper, white text and magenta border to define the right hand margin clearly, I found I could read text from two yards away.

Trying it now with the BBC, the composite video output only provides a grey scale

picture although admittedly with good resolution and a small border. So back to the bench and make up a RGB lead — a little more tricky this one and Ferguson do list one as an optional extra. Life would be easier if one had been in stock.

However, plug everything in and try ★W., up comes *Wordwise* nice and clear. The top line of Editing mode was half out of sight so escape to menu and type ★TV255 to lower the display, it was much improved. Load a text file, the acid test being what a page of text looks like in preview 80 column mode, Mode 0/3. The result was most pleasing, a clearer image than the standard issue M.... V.... monitor at school. The resolution must be good.

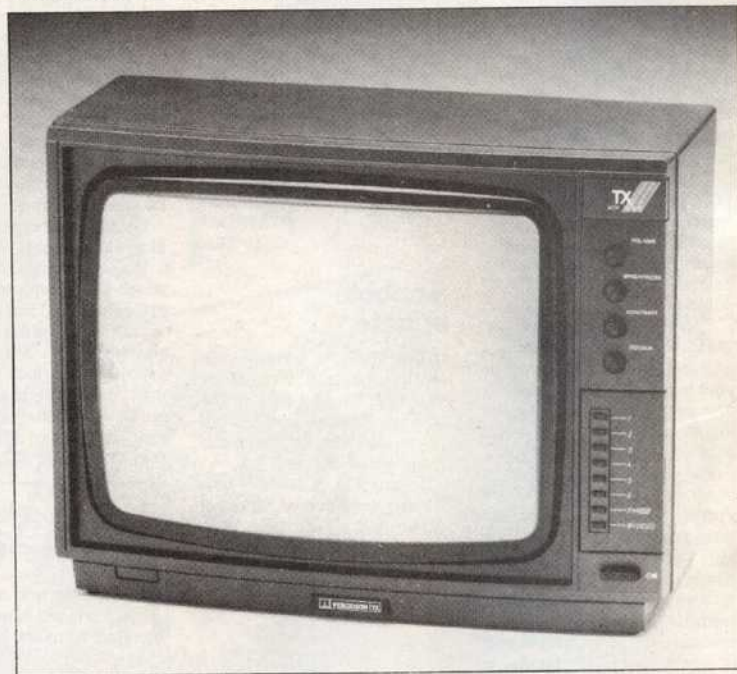
I next tried a graphics program that draws in Mode 0. A large circle has a slight distortion towards the top but that's being

nit-picking. Lines are finely drawn. Only the brightness control on the TV affects the screen image, colour and contrast have no effect unlike when using the composite video input from the Spectrum. In fact, after chaining through a few programs from disc, the colours and screen display, as might be expected from RGB input, cannot be faulted.

Leaving both computers running, the only adjustment needed when switching between RGB and video is to turn the brightness down for RGB and up for video or TV.

In conclusion the Ferguson TX RGB a first rate performance and will not be going back to the shop tomorrow. Anyone want to buy a two year old 14inch colour portable?

David Cole



Essential item

Hardware *Spectrum Video Adapter* **Price** £3.45 **Supplier** Adapt Electronics, 20 Starling Close, Buckhurst Hill, Essex.

This small item is an essential for any person wishing to connect their ZX Spectrum to a monitor that requires a composite video signal.

The adapter arrives in a small poly-bag with an A4 sheet of instructions and two small pieces of insulation tape (1cm square).

It consists of a short length of wire with a Phono socket at one end and two clips attached to red and yellow wires at the other. It is neatly finished.

The step by step fitting instructions are clear and rightly stress the need to take care when opening up your Spectrum to make the necessary connections. No soldering is required. Diagrams are included for issue 2 and issue 3 Spectrums. Fitting takes less than five minutes if you include looking for your screwdriver. The new socket is left hanging out of the back of the Spectrum case next to the EAR socket. A little untidy, I was able to improve the fitting with more space available in my Fuller Keyboard case.

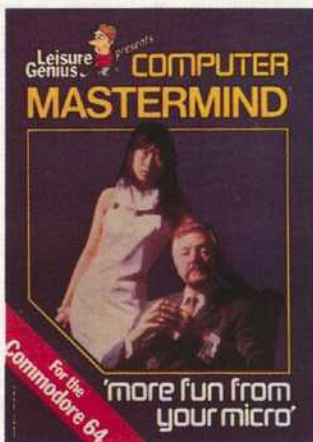
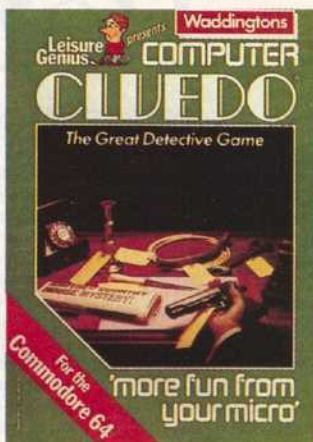
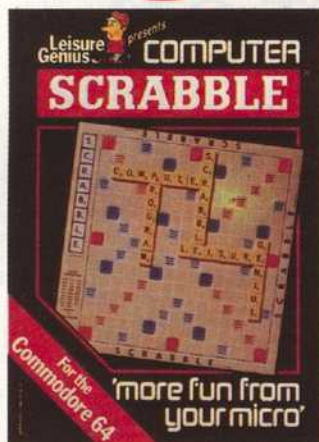
If the monitor has a TV type socket then

you may connect up with the standard Spectrum lead, but connecting to the monitor will require another lead for the composite video input. These are available from Adapt Electronics (£3.50 — £4.00).

We first tried the adapter with a BBC 12 inch green-screen monitor *Tasword's* 64 character screen could be zoomed to fill the monitor screen and the clarity was improved by *Pokeing* the *Paper* and *Ink* colours to black and white respectively (instructions to do this are available from *Tasword*). The resulting display was professional, and after two hours of letter writing and file manipulating with masterfile, eye strain was definitely reduced. A useful purchase.

David Cole

Ingenious...



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Porter

It was never like this at the Hilton in Porter on the Spectrum 48K by Stephen Fisk

Few two-player games in which both players are active at the same time have been designed for the Spectrum (with one or two notable exceptions), despite their advantage of generating greater variety. In any game played against the computer the strategy of the machine, however complex, is of course predetermined and will gradually be learnt by the player. Against human opposition, on the other hand, a player will meet a wide range of different strategies. Different opponents will tend to play in, say, an aggressive or defensive fashion, and even a single opponent can be expected to use different strategies at different times.

In *Porter* each player controls a porter who can attempt to shoot the other porter

and also has the task of carrying suitcases from one side of the screen to the other. The suitcases for the blue porter start on the left and have to be carried across to the right; and vice versa for the red porter. In order to pick up a suitcase the porter must be located directly above it.

Each player in the game has three lives, and the game ends when one player has lost all three lives. The winner is the player with the higher score at that moment.

You shoot in the direction in which you are facing, and shots have a limited range. If you hit a porter who is carrying a suitcase, the suitcase as well as the porter will disappear. For this reason, if you expect to be shot it is often wise to drop any suitcase immediately; it will at least be possible for

the succeeding porter to retrieve it.

Hitting the opponent scores three points, shooting, but missing is minus one point. Dropping a suitcase after carrying it across the screen scores the number of points displayed on the suitcase.

The controls are as follows:

	Blue	Red
Up	3	8
Down	S	J
Right	E	I
Left	W	U
Pick up	Z	Symbol shift
Drop	X	M
Fire	C	N




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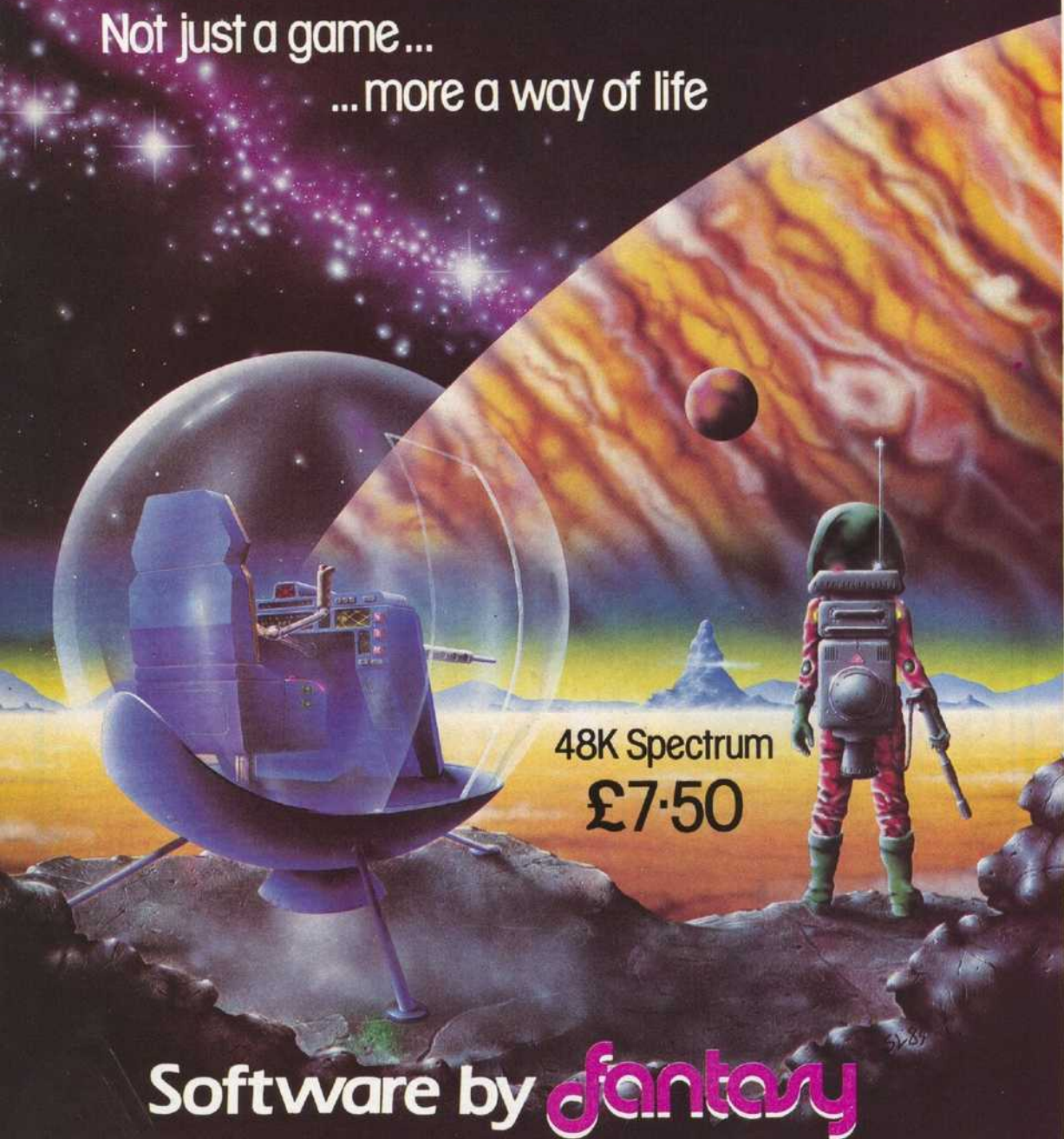
10 PAPER 7: INK 0: BORDER 5: CLS
20 GO SUB 4000
90 BEEP .4,20: BEEP .6,15
100 REM Move
101 LET hit=0
102 LET a1=IN 63486: LET a2=IN 64510: LET a3=IN 65022: LET b1=IN 61438: LET b2=
IN 57342: LET b3=IN 49150
110 LET a=x(1)+(a3=253)-(a1=251)
115 LET b=y(1)+(a2=251)-(a2=253)
140 IF SCREEN$(a,b)<>" " AND NOT (a3=253 AND c(1)) THEN GO TO 210
142 IF SCREEN$(a,b)<>" " AND a3=253 AND c(1) AND a2<>255 THEN GO TO 210
145 IF NOT c(1) THEN GO TO 185
150 IF SCREEN$(a+1,b)<>" " AND (a1<>251 OR a1=251 AND a2<>255) THEN GO TO 210
160 LET d$=SCREEN$(x(1)+1,y(1))
185 LET b$(1)=CHR$(145-(a1=251 AND a2=255)+(a3=253 AND a2=255)+2*(a2=253))
190 PRINT AT x(1),y(1):" ";AT x(1)+1,y(1):" " AND c(1): LET x(1)=a: LET y(1)=
b: PRINT INK 1:AT x(1),y(1):b$(1)
200 IF c(1) THEN PRINT PAPER VAL d$: INK 9:AT x(1)+1,y(1):d$
210 LET a=x(2)+(b3=247)-(b1=251)
215 LET b=y(2)+(b2=251)-(b2=247)
240 IF SCREEN$(a,b)<>" " AND NOT (b3=247 AND c(2)) THEN GO TO 300
242 IF SCREEN$(a,b)<>" " AND b3=247 AND c(2) AND b2<>255 THEN GO TO 3000
245 IF NOT c(2) THEN GO TO 285
250 IF SCREEN$(a+1,b)<>" " AND (b1<>251 OR b1=251 AND b2<>255) THEN GO TO 300
260 LET d$=SCREEN$(x(2)+1,y(2))
285 LET b$(2)=CHR$(145-(b1=251 AND b2=255)+(b3=247 AND b2=255)+2*(b2=247))
290 PRINT AT x(2),y(2):" ";AT x(2)+1,y(2):" " AND c(2): LET x(2)=a: LET y(2)=
b: PRINT INK 2:AT x(2),y(2):b$(2)
295 IF c(2) THEN PRINT PAPER VAL d$: BRIGHT 1: INK 9:AT x(2)+1,y(2):d$
300 REM Pick/drop
310 LET p(1)=IN 65278: LET p(2)=IN 32766
315 FOR n=1 TO 2
320 IF p(n)<>253 AND p(n)<>251 THEN GO TO 380
330 LET s$=SCREEN$(x(n)+1,y(n)): IF s$<"1" OR s$>"5" THEN GO TO 380
335 IF n<>1+INT (ATTR (x(n)+1,y(n))/64) THEN GO TO 380
340 LET c(n)=(p(n)=253)
350 IF c(n) OR y(n)<>1+29*(n=1) THEN GO TO 380
355 LET t(n)=t(n)+VAL s$
360 PRINT BRIGHT 1: INK n:AT 21,16*(n=2)+7:t(n)
370 FOR r=50 TO 30 STEP -1: BEEP .008,r: NEXT r: PRINT AT x(n)+1,y(n):" "
380 NEXT n
400 REM Shoot
405 LET sh=1
408 LET n=INT (RND*2)+1
410 IF p(n)<>247 THEN GO TO 600
415 LET a=x(n): LET b=y(n)
420 LET z=CODE b$(n): LET c=(z=146)-(z=144): LET d=(z=145)-(z=147)
430 FOR m=1 TO 5: LET a=a+c: LET b=b+d
440 IF SCREEN$(a,b)<>" " THEN GO TO 500
450 PRINT AT a,b:"*": PAUSE 3: PRINT CHR$ 8;" "
460 NEXT m
500 IF ATTR (a,b)=59-n THEN GO TO 550
510 BEEP .4,30: BEEP .6,42: LET t(n)=t(n)-1
520 GO TO 590
530 FOR c=1 TO 4: BEEP .1,24: BEEP .1,28: BEEP .1,31: BEEP .1,36: NEXT c
540 FOR z=1 TO 10: PRINT AT a,b:"*": PAUSE 3: PRINT CHR$ 8;" " : NEXT z
550 LET z=1+(n=1)
560 IF c=z THEN PRINT AT x(z)+1,y(z):" "
570 LET l(z)=l(z)-1
572 LET t(n)=t(n)+3
575 LET hit=1
580 LET x(z)=1: LET y(z)=13+5*(z=2)
585 IF NOT l(z) THEN GO TO 3500
585 PRINT INK z:AT x(z),y(z):CHR$ 144
590 PRINT BRIGHT 1: INK n:AT 21,16*(n=2)+7:t(n)
600 IF hit THEN GO TO 3000
610 LET n=2-(n=2): LET sh=sh+1: IF sh=2 THEN GO TO 3000
620 GO TO 410
3000 GO TO 100
3500 REM End
510 LET s$=""
520 PRINT INVERSE 1:AT 9,10:"FINAL SCORE"
530 PRINT BRIGHT 1: INK 1:AT 11,10:" ";t(1): INK 2:AT 11,16:" ";t(2)
3999 PAUSE 0: RUN
4000 REM UDG
4010 FOR n=USR "a" TO USR "d"+7: POKE n,-1: NEXT n
4020 POKE USR "a"+1,231: POKE USR "a"+2,231: POKE USR "c"+5,231: POKE USR "c"+6,
231
4030 POKE USR "b"+3,249: POKE USR "b"+4,249: POKE USR "d"+3,159: POKE USR "d"+4,
159
5000 REM Init/Display
5010 DIM l(2): LET l(1)=3: LET l(2)=3: DIM c(2)
5020 DIM t(2): LET t(1)=50: LET t(2)=50: DIM x(2): DIM y(2): LET x(1)=1: LET y(1)
)=13: LET x(2)=1: LET y(2)=18
5030 DIM b$(2)
5040 LET p(2)=2
5100 FOR n=0 TO 31: PRINT INVERSE 1:AT 0,n:"#":AT 21,n:"#": IF n<21 THEN PRIN
T INVERSE 1:AT n,0:"#":AT n,31:"#"
5110 NEXT n
5200 FOR n=1 TO 2: PRINT INK n:AT x(n),y(n):b$(n): NEXT n
5210 PRINT BRIGHT 1: INK 1:AT 21,2:"*":AT 21,4:"*":AT 21,7:"50": INK 2:AT 21,23
:"50":AT 21,27:"*":AT 21,29:"*"
5220 FOR n=1 TO 5: PRINT PAPER n: INK 9:AT 3*n+1,1:n: BRIGHT 1:AT 3*n+1,30:n: N
EXT n
5999 RETURN

```


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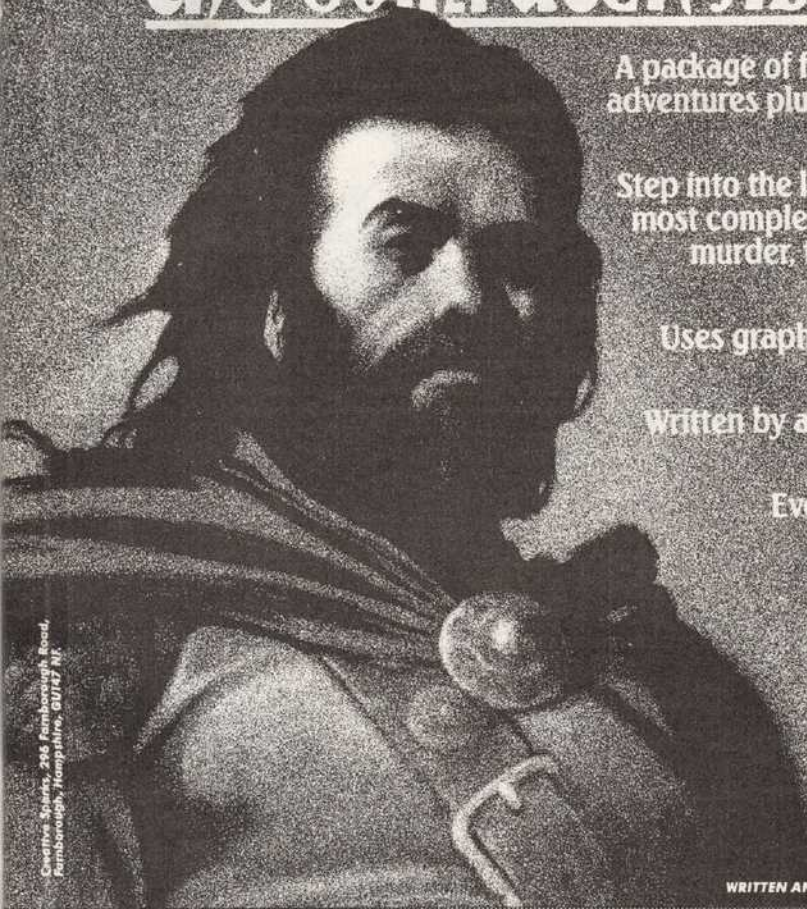


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Voices in the wilderness

Christina Erskine walks in The Jungle and tramples through MUD... all without getting her feet wet

Alan Carmichael, head of Compunet Teleservices, reckons Compunet is one of the first truly interactive databases.

What he means by this is that on Compunet there is plenty of scope for talking to other Compunet users, whether through the user's software 'market', The Jungle, or playing Multi User Dungeon with up to 100 others.

I went to talk to Alan, and Graham Craigie, general manager of Compunet Teleservices, at the company's newly acquired premises in the centre of London.

Compunet was originally set up as a joint venture between Commodore and ADP Network Services, to provide a network database specifically for Commodore 64 owners. Both Alan and Graham were formerly at ADP, and involved with Compunet's development from the very beginning.

"ADP decided on a major strategy review earlier this year, saying it would only continue investment in three areas — and Compunet wasn't one of them!" explained Alan. "Graham and myself left the company to form Reactive Technology, and carry on the commitment to develop the system."

"While ADP still supplies the network itself which Compunet runs on, it is no longer involved in ownership. Compunet is now a separate company owned jointly by Commodore and Reactive Technology."

The interaction between users particularly convinced Alan and Graham that Compunet was viable. "We felt, and still do feel, that people don't just want to retrieve information from the big databases. We wanted 64 owners to be able to participate more. They should be largely deciding what goes into it."

Hence The Jungle, a section of Compunet, where, says Alan, "users are pretty much allowed to do what they want". The Jungle gives members the facility to up- or down-load software, insert small ads — the most interesting small ad I saw was a QL for sale — leave messages — as on a bulletin board — and write comments, complimentary or otherwise, about software on offer from other Jungle users. While on other sections of the network, a fixed price is charged by Compunet for taking advantage of the facilities, in the Jungle, software providers can charge their own price for their efforts.

"Obviously, with something uncontrolled like this, some people may abuse the system and users are free to make complaints. If we come across anything really dreadful, like piracy or obscenity, then we can cut off someone's account."

Compunet is designed to be as inexpen-

sive as possible for the user. The first year's subscription is free, and membership arrives automatically with the purchase of the Commodore Communications Modem at £99.95. "What has actually happened is that Commodore is paying us the £30 for each person which is the yearly subscription. Calling up Compunet during off-peak phone times — after 6pm and all weekend — is also free, apart from the British Telecom phone charge of course. Users will only have to start paying Compunet when using the facilities — there is no charge for just flicking through the pages and seeing what's on offer."

Subscribers to Compunet have an account opened for them. Every time they "buy" anything, the cost is automatically recorded and the subscriber is billed accordingly.

The *Edit* facility, which comes as part of the modem software enables pages to be compiled while off-line, before being input into Compunet on-line, this saves money and it also allows the user to store pages on-line, and then browse through them at leisure later, off-line.

Using Compunet has been made as easy as possible too with a 'duck shoot' style menu permanently travelling along the bottom of the screen, containing all the necessary commands: "Up-load", "down-load", "buy" and so on.

How many Commodore owners are going to get deeply involved in using Compunet? Neither Prestel nor Micronet have attracted as many subscribers as originally hoped (Micronet has only around 15,000 subscribers).

"I think networking is set for a big boost in the next year," said Alan. "We do feel it is going to appeal to a fairly small regular user base, but with the modems themselves, a price barrier has now been broken. Three months or so ago, modems were costing £160 to £170. Ours, at just under £100, comes with all the software necessary to plug in and get going straightaway."

"Initially, we think Compunet will appeal to the keen enthusiasts, the buffs and hackers. That will account for our first 5-6000 users. But after that, as it develops, we want the network to provide interest to the whole family."

At the moment, Compunet is still in the process of developing and finalising many of the services available. Currently up and running is Commodore's own Vicsoft library of education programs in the section entitled *The Study* — most of which are free to down-load.

"There are about 60 different programs available at the moment covering subjects



from Maths to Health Education," said Alan. "We're planning to add about ten new titles each month to the list. The library of educational programs is a prized possession of Commodore's — it was put together in Canada in the days when the Pet was the leading education machine, and a lot of the programs have since been converted for the 64."

A more controlled — and controllable — version of The Jungle, Software Park, is administered by Compunet. This section comprises commercial programs, which cost money for the user to down-load. Mr Micro is just one of the companies which has sent programs to Compunet to be sold in this way.

Most of the programs in Software Park are protected, in that the user's modem number is encoded into the program when it down-loads.

Then there is Compucat, Compunet's resident journalist, keeping all users abreast of events in a highly personal, chatty style.

Also on the go, is MUD, the Multi User Dungeon — at present the showpiece of Compunet. This Dungeons and Dragons style adventure was set up and developed largely by Richard Bartle for students at Essex University. Its implementation on Compunet is the first time a true multi-user adventure has been easily available to the public. "It seems to be taking off quite well, too," said Graham. "I logged in about three days after it was first available, and already there were six others in the game."

"There's lots more to come on the system," said Alan. "The home banking service will be announced this month — this



Ian Carmichael (right) and Graham Craigie of Compunet Teleservices

will be very much consumer orientated, with advice on how to get loans, what sort of insurance people need and so on.

"The idea is to introduce something new each month. For instance, next month a computer magazine — no, I can't tell you which one — is going to become available on Compunet as well as appearing conventionally in print."

The estate agency service, vaunted in Compunet's pre-publicity releases, is on Compunet, but not yet available to public users, though it will be within the next few months.

"National Property Link do a computer networking service for estate agents and offered to do this via Compunet. At the moment it is marketing direct to the agents, but it will be thrown open to the public in the not-too-distant future."

Also, tucked away in a corner of Compunet is an interesting page, which gives explicit instructions for accessing Prestel through the Commodore modem.

Isn't this a somewhat self-defeating exercise? "Not at all. If people want to access Prestel, then they're going to find out how to access Prestel, whether we tell them how or not. Several Compunet users have accounts with both networks, anyway, so I don't see that we should see them as rivals. "Compunet's better."

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Me? Who?

Program *Know Your Own Personality Micro* Spectrum 48K **Price** £9.95 **Supplier** Mirrorsoft, Holborn Circus, London EC1

Dear Clare — Nobody likes me. Even my Spectrum crashes when I approach. What should I do? — Worried.

Dear Worried — Could it be that you have a personality problem? In this case I have a computer program, based on a best selling paperback by Professor Hans Eysenk and Dr questions about your views and

behaviour — 630 to be exact, divided into three groups, so it all takes time and there's lots of data reading. Then, in less time than it takes to spell psychoanalysis, it produces a bar chart and written comments that define your characteristics.

But, Worried, you ask me if this is scientifically sound. The accompanying booklet makes certain initial high sounding claims, but lest you worry too much when you find it says that you should be locked away, I would suggest that there are too many variables involved.

An unusual addition to any self-seeking Habitat household — but when you really need help the micro will never re-

DO YOU BECOME RESTLESS WHEN WORKING AT SOMETHING IN WHICH THERE IS LITTLE ACTION?

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☐ NO

☐ CAN'T DECIDE

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place us agony aunts.



John Minson

Also ran

Program *Sports Hero Micro* Spectrum 48K **Price** £6.95 **Supplier** Melbourne House, Castleyard House, Castleyard, Richmond, Surrey

Somebody ought to tell Melbourne House that the Olympics have finished — *Sports Hero* is so obviously a game released a few months late. If you've played *Athlete*, then you will find little new in *Sports Hero*. There are good animated graphics and smooth running action as you attempt to qualify for the finals of the four events: 100 metre sprint,



110 metre hurdles, long jump and pole vault. Unfortunately, the finals never happened, so the best you can do is 'qualify'. The blurb on the cassette box is all too honest, 'Here's your chance to be part of a winning team.'

As in *Track & Field*, you achieve speed by pressing two keys in quick succession: the faster you press, the quicker the athlete runs.

The hurdles and pole vault are quite difficult — it's hard to judge when to make the jump to clear the hurdles and the pole is easy to break, with dire consequences, when vaulting. There are three levels of difficulty, each with its own detailed background graphics.

Different, and certainly appealing to armchair athletes, but I don't think the AAA will be too worried just yet.

Simon Springett



Pot shot

Program *Potty Pigeon Micro* Spectrum 48K **Price** £5.95 **Supplier** Gremlin Graphics, Alpha House, 10 Carver Street, Sheffield

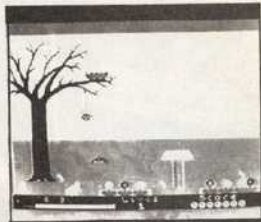
What are pigeons best known for? That's right — gathering worms to feed their young. That's your mission as Percy, the *Potty Pigeon*.

Your air space is as crowded as fog-bound Heathrow though, and the worms appear in the most inconvenient places, such as roads, so it's easy to become a late pigeon.

Now what else are pigeons known for? Laying eggs... at least I think they're eggs! Whatever, they serve as bombs to dispose of your opponents.

So long as you remember to rest your wings regularly you are ready to fly the world's first pigeon flight simulator.

Like many multi-screen



games this requires careful timing and fast reactions. Perhaps less strategy than usual is called for, but at least Gremlin have disposed of the platform element that is so common nowadays. In fact, *Potty Pigeon* is a joy graphically, humorously and is smoothly animated and highly detailed.

Sad to report that the keyboard control is not good, owing to an odd selection of keys and a joystick is necessary. I also wonder about its lasting addictiveness — it lacks the puzzles of arcade adventures.



John Minson

Take two

Program *Wrath of Magma Micro* Spectrum 48K **Price** £12.50 **Supplier** Mastervision, Park Lane, 111 Park Road, London NW8

Wrath of Magma is the third of the Third Continent series of games, originally released by Carnell Software, and now put out in an improved, speeded-up form by Mastertronic under the Mastervision label.

The price may seem steep, but it's well worth it — you get three games, detailed instructions, and a 158 page tome, *The Book of Shadows*, which gives you the history behind the adventure game's plot, and includes a list of spells you can

use, and monsters you may meet.

The objective of the game is to rescue the Elfin Princess Edora, and kill the evil witch Magma.

The first episode is set in a village, and is text and graphics. The screen display includes a picture of each location, a status display indicating your strength, both physical and spiritual, your combat ability, the time, the phase of the moon (important in spell casting) and so on. The lower part of the screen is used for text instructions, and command entry. This episode follows fairly standard adventure format, with a few deviations. Items present in a location will not be listed a command — and even then, some things which can be 'got' will not be there. You have to guess where certain things can be found, and



proceed on the assumption that you are right. In the wood, for example, you will not be told that deadly nightshade is growing, but you can still pick it up.

Most of the items collected in Episode 1 are spell components which you need in Episodes 2 and 3.

These latter two sections are presented in a slightly different format from Episode 1; instead of a graphic depiction of your present location, you see a map of the maze of caves or castle rooms you are moving through. The screen display is otherwise the same.

Magra can be a little slow, and the repetition of 'I don't understand' gets very wearing, but — these minor complaints aside — it is a very challenging package.

Mastertronic should be thanked by all adventure fans for rescuing it from the wreck of Carnell Software. They also rescued Stuart Galloway and Roy Carnell, who created the Third Continent series and we should be seeing some interesting packages coming from Mastervision over the next few months.

Martin Croft



Bust-up

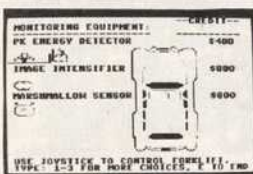
Program *Ghostbusters Micro* Commodore 64 **Price** £10.99 **Supplier** Activision, 15 Harley House, Marylebone Road, Regents Park, London NW1.

In general, spin-offs tend to be rather second-rate products riding on the back of some other success.

So, it was with great trepidation that I loaded *Ghostbusters*, thinking back to the very funny movie I saw earlier this month.

The film itself (not yet released in this country) is amazing ... so why have Activision launched the game now, "instead of waiting for the buzz that the film is certain to cause?"

Somewhere in the distance, coincidentally, some radio began to play the *Ghostbusters* hit theme. Catchy little tune. I did a double take; the sound was coming from my Commodore! Synchronised with the music, the words were being displayed, together with a little bouncing white ball to tell me what to sing. I was invited to press the space bar. "Ghostbusters!" it cried. Wow! Feet



tapping, I started to play the game.

It is a 10% business, 10% strategy, 80% arcade game. In a starting sequence you are given \$10,000 with which you buy your ghostbusting equipment. Then the fun starts. There are three main sequences. The city map display shows you where there is a psychic disturbance, and you trace a path there from your current position. You are then shown — in plan view — on a three-lane highway *en route* which gives you an opportunity to catch roaming ghosts.

When you reach your destination you have a view of a building (again very well done) with a ghost (or slimer) whizzing around outside. You drop your trap and position your crew so the slimer is confined above the trap, then fire. "Ghostbusters!" the machine shouts ... if you are successful

(you also get some money for doing this), otherwise one of your team is zapped and complains, "He slimed me!"

The speech synthesis is very good indeed. All this is done to that theme tune which far from becoming monotonous is really very catchy.

Why the early release? Because *Ghostbusters* the game

is really just as good as the film. It isn't the most testing arcade game in the world, neither is it the most original, but what David Crane has produced is a game that is incredibly good fun to play and is faithful to the spirit of the film.

John Cook



Useful

Program *BBC Micro Utilities* **Price** £6.95 **Micro** BBC B **Supplier** Shiva Software, 64 Welsh Row, Nantwich, Cheshire

Bruce Smith has produced a number of books on assembly language programming on the BBC micro.

Now this cassette offers *Bee-mon*, a useful monitor program, and 17 of the longer machine-code routines from his book *BBC Micro Assembly Language* which is available separately from Shiva at £7.95.

Bee-mon allows you to study sections of the Beeb's memory. From its opening menu a disassembler option translates machine-code into the friendlier assembler form and even shows the ASCII characters concerned where appropriate. The monitor option lets you see memory and register contents and even allows you to modify

these directly. (It sensibly prevents direct modification of the stack pointer which could cause chaos!) The *Step* option lets you go line by line through a machine-code program and *Dump* lets you study sections of memory on screen or on a printer.

Two further menu options are *Memmove* to shift code from one place to another, though you should avoid &E00 to &41FF where *Bee-mon* itself resides; and *Fill* which lets you fill a specified area of memory with various characters. Finally, the program lets you access the Beeb's cassette interface so that you can *Save* and *Load* blocks of code.

The monitor program is useful enough but for the regular assembly coder the series of routines which follow may save a lot of typing time.

A useful and sensibly priced package.

Dave and Jan Watterson



Role-play

Program *The Secret River — Adventure One in the Runemagic Series* **Price** £7.95 **Micro** BBC B **Supplier** Triffid Software Research, Cullwood Lane, Ashley, New Milton, Hants

This game is tailor-made for Dungeons and Dragons fans. Here is an adventure that responds to the character playing it — and the outcome will change depending on the strengths and weaknesses of that character.

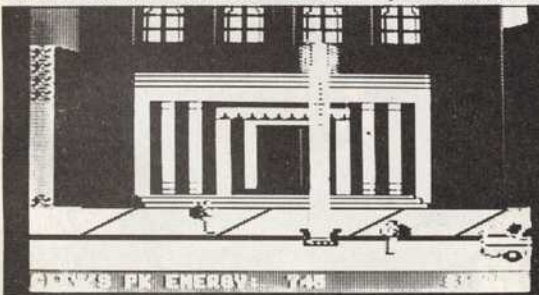
The first step in playing the game is to load a character generator program. This assigns a set of attributes and an amount of money to your persona. The money can be used to buy weapons, spells and armour. Here a certain amount

of skill must be applied in the choices you make.

The game is a fantasy story where the object is to locate and drink from a magical green river which is guarded by trolls. The usual tasks are presented — finding and using various objects on the journey; fighting and casting spells. However, the outcome of fights and dangers will be affected by the skills and weaponry of your character; and his or her luck will also vary.

When you have succeeded you can save your character's newly developed skills and talents, put them through the character generator again and start afresh with a higher level of spending and abilities.

Dave and Jan Watterson





Dan the Man

Program *Hot Shoe* **Micro** MSX
Price £5.95 **Supplier** Eclipse Software, Longman House, Burnt Mill, Harlow, Essex.

Early in the working life of any new micro it is difficult to be particularly critical about the games released for it.

It does take time for programmers to learn the strengths and weaknesses of a system, and tailor games to suit.

So when I say that *Hot Shoe* is one of the best MSX games I have seen so far, don't get too excited about it.

You are Dan the Atomiser Man who, as usual, is charged with the task of saving the Universe — this time from an exploding Reactor.

In the first screen, you manoeuvre your spaceship left-right across the bottom of the screen, avoiding on-coming asteroids (yawn). Crashing into one will drain your energy, which you will need in the next

screen.

Having negotiated the asteroid belt and reached the reactor, you are beamed into the reactor core itself... a 3-D grid of coloured discs. These discs are numbered 1 to 6 and are counting up, towards 7. At this stage they flash and become permanently red, that is critical. If all the discs (all right then, reactor cores) reach this terminal state, the Universe explodes and the game is over.

You stop this from happening by jumping from disc to disc... every time you land on a 'core' its number is reduced by one. On reaching zero, they turn green. Stray 'atoms' hinder you in this task by jumping around the grid, draining your energy on contact. You need this energy for jumping around the grid, zapping atoms and on higher levels, deterring a robotic adversary.

Okay then, *Hot Shoe* isn't going to persuade anyone to swap their Spectrum for an MSX, but for first time buyers it should prove entertaining.

John Cook



any more intelligent, nor Lestrade any less obtuse. Nor does the Commodore seem immensely impressed when Sherlock makes some brilliant deductions, such as the fact that he's never going to reach King's Cross at all unless he remembers to get out of the hansom cab first.

Melbourne House's 'English' allows for some fairly sophisticated input, and simple graphics and reams of text scroll up smartly as required. However, because the game is played in 'real time', you need to get all the relevant movements more or less word perfect in order to turn up at the right places on time.

The game plays slightly differently each time as well, just to throw you off-beam when you decide to have one more go.

Melbourne House claims the vocabulary enables you to 'interrogate the suspects' and 'discuss the case' — so far I have to admit my interrogation is limited to "Tell me your alibi". Lestrade tells me not to be silly when I attempt a reasonable discussion, and Watson keeps

getting lost (last seen heading south down Leatherhead High Street).

The whole thing is madde-ningly frustrating. I suspect it could well have stumped the real Holmes.

Personally, I reckon Major Percival Foulkes did it, but then so does Lestrade, and he never got it right in the books.

Christina Erskine



Frustrating

Program *Underwulde* **Micro** Spectrum 48K **Price** £9.95 **Supplier** Ultimate-Play-the-Game, The Green, Ashby de la Zouch, Leicestershire

Underwulde is everything you expect from an Ultimate game. Technically excellent, with an ingeniously imaginative and well implemented game concept that is fiendishly difficult.

So why do I find playing the game so annoying? Not challenging... just a pain.

The game itself starts with your nicely animated persona in a multi-levelled complex of caves, connected by natural shafts and chimneys. You move around by jumping and to travel up you can hitch a lift on passing bubbles of volcanic gas. Your task... deliberately vague... is to locate and take some weapons scattered around the complex (an axe, a sword and a bow, I think) then go on to fight the 'devil in his lair'. I can promise you, this is not going to be easy. You are constantly attacked by various well designed floating nasties

who don't kill you... they just push you around (although this itself can be fatal if you are pushed off the bubble of volcanic gas you are travelling up a shaft on, and consequently plummet down four levels to your doom).

This is what I found so infuriating. I can take being shot to bits in *Elite*. I don't mind being dissipated in *Tir Na Nog*. But you try being pushed around for the best part of the evening and see if you like it.

If you have a weapon you can kill them off easily enough, but still more come on, nudging you off ledges and generally getting in the way. I'm a pretty even tempered bloke, but the Spectrum came that close to being thrown out the window. Let me promise you — *Knight Lore* is a lot more relaxing.

Having said that, it's big — *Underwulde* has at least 250 locations by my reckoning — a lot of people are going to buy it, and quite right too.

And it's going to be a bumper New Year for Spectrum repairers.

John Cook

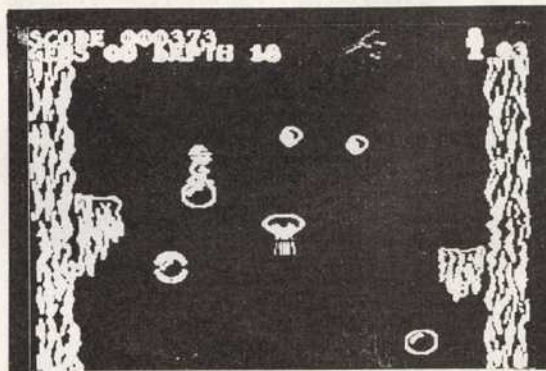


Mystery

Program *Sherlock* **Micro** Commodore 64 **Price** £14.95 **Supplier** Melbourne House, Castle House, Castle Yard, Richmond.

"Well, Watson, I wonder what you make of the curious business of Mrs Brown and Mrs Jones. The case has some interesting points to it, although our public transport system seems unnecessarily complicated these days."

Sherlock has now reached the 64, though the conversion certainly hasn't made Watson



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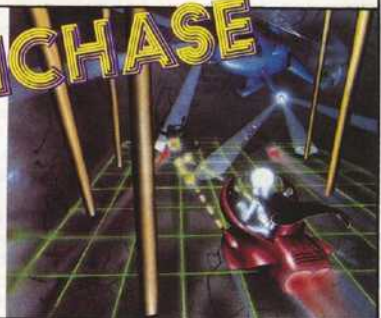
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Kentilla

Where netherbeast Grako is building his power. There's much to discover and dangers abound. Free-moving agents may help you or hinder, but might be befriended if ways can be found. The alchemist lore-work was false and a failure, but renders good service in different vein, vanquished aggressors might be your protector. In perilous places of dark, death and pain. Of devious problems and magical task, this song is a warning, a riddle, a clue. To Caraland's saviour it offers a little, So mark well its lines for the saviour is

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Beyond Basic

Adam Denning takes a look at three new language packages for the Sinclair QL

Various software companies seem to be working overtime to back up Sinclair's assertion that the QL is a serious machine. There are now a number of assemblers, a BCPL compiler, a Pascal compiler and a Lisp interpreter with promises of a full ISO Pascal and Lattice C to come.

Pascal from Computer One. Computer One, Science Parts, Milton Road, Cambridge CB4 4BH. Price £39.95.

The first language package for the QL — apart from SuperBasic was a Pascal compiler from Computer One. This package costs £39.95 and comes on a microdrive cartridge complete with a respectably long manual. It is not a true compiler as the time-honoured system of compiling into a compact code which is then interpreted at run time is used. This code occupies far less space than the corresponding true 68000 machine code, but it is of course slower.

The Pascal package must be seen as a system in its own right rather than as a development environment as the compiled programs cannot be run outside of the package. The Pascal program is started by the normal auto-boot process and this saves some resident procedure space to put a procedure called simply *Pascal* into. Invoking this procedure from SuperBasic — by typing its name and pressing *Enter* — loads the whole Pascal system from microdrive and enters the command state.

This stage is represented by a menu with eight options, from source editing to file deletion. The operation most likely to be undertaken first is the compilation of the example programs given. These range from the *Towers of Hanoi* problem to a microdrive back-up utility, using decidedly non-standard Pascal to access the QDOS trap routines. To be accepted by the compiler each source file must be terminated with *-.pas* and the object code produced is given the *-.qip* extension, standing for 'QL Pascal'.

All the examples compile, of course, but only the back-up utility can be described as useful. The compilation process is rather slow, perhaps because the compiler is itself written in Pascal and therefore has to be interpreted. Whatever, the resultant code is immediately executable simply by selecting the *Run* option and typing in the filename in response to the prompt. This highlights one of the more useful aspects of the system: as the compiler and the rest of the Pascal system has to reside in *mdv1* it is assumed that the source and resultant object will be on *mdv2*, so the system

This would make the machine capable of supporting almost as many languages as the BBC micro, and also make it a much more viable proposition to other software houses who have previously been waiting in the wings, wondering whether the QL is going to be worth supporting or not.

defaults to that drive. This means that to compile a program called, say, *mdv2-testprog-pas*, one has to type only *testprog* for the compiler to find the file and act on it. Running the program follows the same principle.

The editor is invoked from menu option 1 and will accept any form of filename, so it could be used to edit almost anything. However, it is in by no means the most ideal form being only a very basic screen editor which does not have repetitive or block commands. It does have two virtues, though. Starting a new line will cause the cursor to be positioned directly under the first character on the previous line, thus giving a degree of automatic indentation. More usefully, if a Pascal program is compiled with errors, these errors are introduced into the source file at appropriate points. Subsequent editing of this file makes debugging a much simpler process, as the errors themselves cannot be edited out but are removed by the compiler when they are no longer a true representation of the error.

The language itself is an extremely odd version of Pascal, with many standard features and an awful lot of non-standard ones. The code is by no means portable — no other system could support the added features, yet almost every program written will want to take advantage of them. The ability to get as close to machine code as this system allows is great for the budding systems programmer, but the whole object is defeated when it is remembered that no program can run on its own — in other words the programs always have to be executed in the Computer One Pascal environment. If a commercial software house were to develop programs using this package it would find it impossible to distribute the product as there would have to be an assumption that every user has a Computer One Pascal compiler!

So, one's whole understanding of why one should purchase a Pascal compiler is turned upside down by this Computer One product — it is great for learning the language and writing utilities for individual use on the QL, but as a product development system it doesn't enter the running. If Computer One could be persuaded to distribute the interpreter and run-times

separately then this situation could change.

The short example of the language in action (see listing 1) simulates a procedure to read in a decimal number from the current input device. The program is an example of how programs written in BCPL might be converted to Pascal. From the same example given later in BCPL it is easy to see not many people would care to simulate it in Pascal...

BCPL from Metacomco, 26 Portland Square, Bristol BS2 8RZ. Price £59.95.

QL BCPL by Metacomco is the most useful language currently available for the QL. It compiles to true 68000 machine-code and is written in such a way that the programs can be run as independent jobs — they will multi-task with whatever is going on elsewhere in the machine.

The system comes supplied with the necessary compiler files, a linker and a

PROGRAM Readn;
(A program to simulate the BCPL READN procedure)

CONST
(* Declare the character constants for CASE *)
space = ' '
lf = 'n'
cr = 'r'
tab = 't'

VAR
num: INTEGER;
ch: CHAR;
negative: BOOLEAN;

BEGIN
num := 0;
negative := FALSE;
REPEAT

HEADLINE;
Level := TRUE;

CASE ch OF
space, lf, cr, tab: test := FALSE;
" ": BEGIN
negative := TRUE;
test := FALSE
END;
" ": HEADLINE;
END;

UNTIL test;

REPEAT
num := 10 * num + (ORD(ch) - ORD('0'));
HEADLINE;
UNTIL (ch = '0') OR (ch = ' ');
IF negative THEN num := -num;
WRITELN('The value is: ', num);
END.

screen editor. This editor is destined to be the most used editor on the QL as almost every product requiring an editor, including those from rival companies, is supplied with it.

BCPL is a very unusual language which has sadly been neglected by the home computer user but which is used extensively in the development of commercial software by many Cambridge based companies. The language is the grandfather of C, now very much in vogue for software development. BCPL still retains its unique flavour though with two major concepts. There are no data types in the language — no integers, floats, reals, booleans or whatever. Everything is represented by the BCPL word, which in this implementation is 32 bits wide. The word can hold any data type, be it a machine address, a number or a

pointer, and consecutive groups of words can be identified as a vector which is the closest BCPL gets to an array. This lack of data types means that the language is unbelievably flexible but it does make the programmer totally responsible for any notional meaning of a word. The idea of a vector is fundamental to the second important BCPL concept—the global vector. This is an area of store devoted to holding such things as the addresses of procedures and functions, the values of variables which may be changed by the whole system and any other data which the programmer wishes to make global.

As the global vector is always at a defined point within the run-time system it is a very simple process to introduce program overlays — section of code which can be loaded during a program run, linked into the global vector and used, then unlinked and removed. Consequently programs which in total would be much larger than the machine Ram available can be compiled and successfully run.

BCPL is also rich in semantic structures, so that the repetition commands include *While...Until*, *Repeat...While* and *Repeat...Until*. All the more popular constructs available in C all have their origins here — the conditional expression, the common *Start* (main in C) procedure and section brackets.

BCPL is very easy to learn and surprisingly easy to read, it is a well thought out mixture of high-level and low-level ideas, so it is ideal for the systems programmer. It has been used to write editors, assemblers, compilers, interpreters and almost anything else you could think of. It has clear input/output handling and the ability to interface machine-code routines with ease — through the global vector.

BCPL for home micros was first seen on the BBC micro, where a highly sophisticated system in Rom can be bought for a rather high price.

The Metacomco QL implementation is very similar and as long as one is aware of the difference in data sizes and channel opening conditions, programs written on one machine will successfully compile and run on the other. QL BCPL lacks a few of the more esoteric procedures supplies with Acornsoft BCPL, but the two packages are similar enough to show the universal nature of BCPL. QL BCPL also includes numerous routines to take advantage of the QL's facilities such as windowing, as well as a set of superior floating-point procedures.

If the Acornsoft implementation seems more comprehensive at first sight this is only because it is supplied as a language Rom intended to supplant Basic, while the QL system is intended to augment QDOS for those programmers who require the facilities available to them from BCPL. The other major difference between the two version is that Acornsoft's BBC BCPL is compiled into a compact interpretive code called Cintcode while the QL compiler produces pure 68000

code. This in turn means that programs written in BCPL on the QL will run on any QL regardless of whether the end user has a compiler or not.

The BBC micro version won't allow this without the purchase of an additional package. Packages are written in BCPL using its own compiler. Consider that all of Metacomco's new QL packages are written in BCPL using its own BCPL program.

The example program of BCPL in operation shows the *ReadN* procedure.

Lisp from Metacomco, 26 Portland Square, Bristol BS2 8RZ. Price £59.95.

QL Lisp is another Metacomco product, again selling at £59.95. Most of the development was carried out by Dr Arthur Norman and JP Fitch, who worked on the Acornsoft Lisp product on the BBC micro and Electron. For this reason QL Lisp is substantially similar to the Acorn product but has the added virtue of being two years younger and therefore rather more versatile.

Nevertheless, anyone considering buying it as a Lisp tutorial aide would be well advised to buy the Acornsoft book *LISP on the BBC micro* by Arthur Norman and Gillian Cattell. Every example in that book which does not use functions specific to the BBC micro will work on the QL implementa-

very difficult to spot!

QL Lisp is supplied on microdrive with numerous examples and a reasonable manual, describing all the built-in functions and variables and explaining how to use the Lisp system. Apart from the multi-tasking capability the similarity to Acornsoft Lisp is obvious, so all your favourite predefined Beeb functions can be transferred across to the QL and used in this new environment.

The major difference between the two Lisp versions is the full turtle graphics package supplied with the QL Lisp, allowing easy graphics routines and the addition of many of the functions which were 'missing' from Acornsoft Lisp, such as *Append*. File handling, although superficially the same, somehow comes across as being more natural on the QL. Preparing a source file with the supplied editor and then using the *Read* function to read it in seems the obvious thing to do. Functions such as this make Lisp program development that much easier.

Lisp has been frequently described as the natural language for expert systems writing, but its capabilities are by no means limited to that area. The example shows (not necessarily very elegantly) that the language is also capable of the more basic computational requirements. In theory at least, most applications could be written in Lisp. This is unlikely to be a good idea as the interpretation of the code takes some time. When 512K is available for the QL and Metacomco fulfills its promise of a full Cambridge Lisp for the machine, then perhaps Lisp can be used more seriously. As it stands at the moment this system is only really useful as a teaching aid, but at that it performs admirably.

Conclusions

Computer One Pascal: Unless you're desperate, wait for the full ISO Pascal compiler **Metacomco BCPL:** It's my favourite language so I'm a little biased, but the serious programmer would undoubtedly find it a useful purchase

Metacomco Lisp: If you want to learn the language or are capable of thinking up some things to do with it, then this package is probably for you. It's likely to be the best Lisp for the QL until Metacomco brings out its larger version.

```

SET "fisher"

LET START() BE
$1 ENDREAD()
SYSTEM $1 FINDINPUT("cap.") ; $RESULT := SYSIN
SELECT INPUT($RESULT) ; SELECT NULLIF($RESULT)

$1 WRITES "Number a number: " $1
WRITES "With the value is INAN, MY_RESULT"
$1 REPEAT

$1

AND MY_RESULT := 0.00F
$1 LET num, ch, negative, flag = 0, 7, FALSE, ?

$1 ch := BOCHI()
flag := TRUE
SWITCH ch INTO
(1) CASE 'M' : CASE 'W' : CASE 'C' : CASE 'A' : flag := FALSE
(2) CASE '-' : negative := TRUE
ch := BOCHI()
ENDCASE
CASE 'x' : ch := BOCHI()
$1
$1 REPEAT UNTIL flag
WHILE '0' < ch < '9' DO
$1 sum := sum + 10 + ch - '0'
ch := BOCHI()
$1
$1 IF negative THEN sum := -sum
RESULTS sum
$1

```

tion, with the useful bonus that all the techniques and technical details are relevant to both versions.

A Lisp variable is an identifier which could be associated with an atomic value (such as 'A', 'O or 43) or a list, which is an interconnection of atoms and other lists, with the smallest possible list being the () null lists. It is more difficult to describe Lisp succinctly than other programming languages, so perhaps the example listing of a Lisp program shown here helps. It performs essentially the same function as the Pascal and BCPL examples, but the similarity is

```

( (the READM procedure in LISP)

(defun getnum (ch (aux . 0))
  (letq (ch (ordinal ch))
    (loop
      while
      (and
        (greaterp ch 47)
        (lessp ch 50)) aux
      (setq aux (plus (1dew 10 aux) (difference ch 48)))
      (setq ch (ordinal (getchar))))))

(defun readm (temp)
  (letq temp (ordinal (getchar)))
  (loop
    while
    (or
      (eq temp 9) (eq temp 10)
      (eq temp 13) (eq temp 32)) nil)
    (setq temp (ordinal (getchar))))
  (car
    (loop temp (lambda () (doone getnum (getchar)))
      (t (getnum (character temp))))))

```


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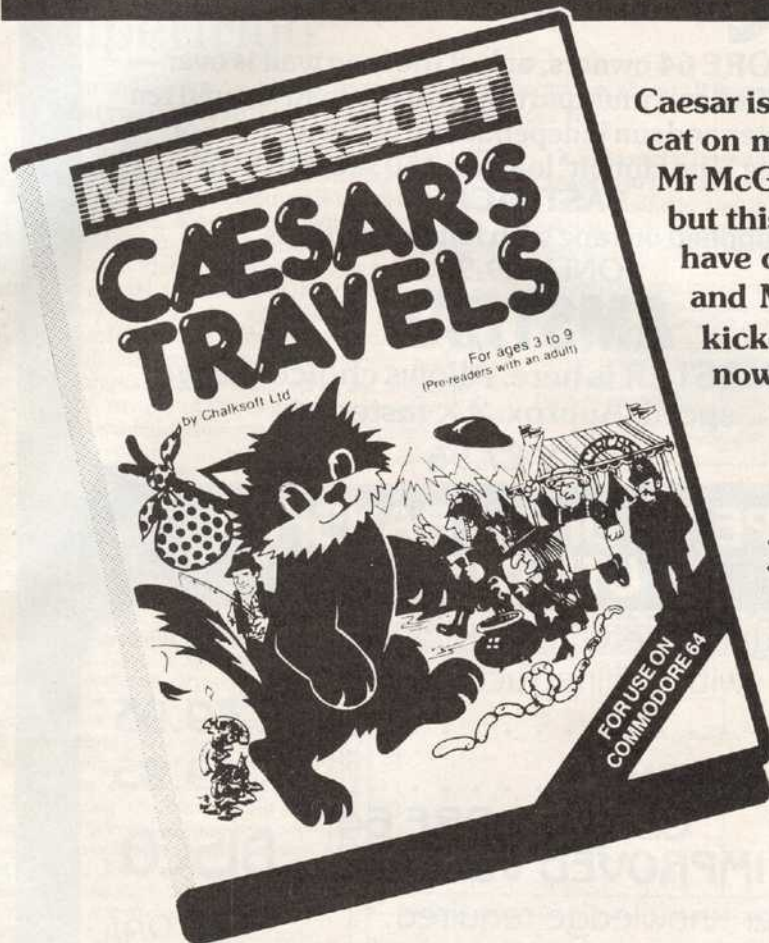
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Design an arcade game!

Think you can design an arcade game? This is your chance to put all those great ideas into practice. We want you to design the sequel to Elite's *Kokotoni Wilf*.

Kokotoni Wilf from Elite Software — one of this Autumn's top selling games on both the Commodore 64 and the Spectrum is to have a sequel. The plot? — that's for you to decide!

Popular Computing Weekly offers you the chance to use your own ideas, characters, plot and so on to create the sequel to *Kokotoni Wilf* which will be published by Elite in the new year.

The winner(s) will be credited with the storyline design in all advertising and promotion, and the winner(s) name(s) will be featured in the packaging. In addition, a royalty of 6% of sales achieved will be paid to the winning designer or design team.

It is important to remember that the program you create is to be a sequel and so, in a general way, you should maintain the theme and atmosphere of the original. For anyone not familiar with *Kokotoni Wilf* here is the story so far:

"Legend has it that many hundreds of years ago somewhere in Northern Europe lived a great Magician known as Ulrich. Ulrich knew of a magic amulet, fragments of which had been scattered throughout time. Ulrich wished to wield its power, but he was too old and infirm for such an arduous adventure and so charged his protegee Kokotoni Wilf with the epic task. Ulrich sent Wilf back in time to the age of the great dinosaurs, there to begin his quest through the ages for each fragment of the Amulet. Ulrich has provided Wilf with magic wings and time gates to pass from age to age — your task is to guide Wilf in his epic quest."

What we want you to do

The competition is open to both individual designers or design teams. You are not asked to actually program the game. All you have to do is to prepare a storyboard — a series of screen drawings or sketches — for the sequel which should explain the action from the first screen to the last.

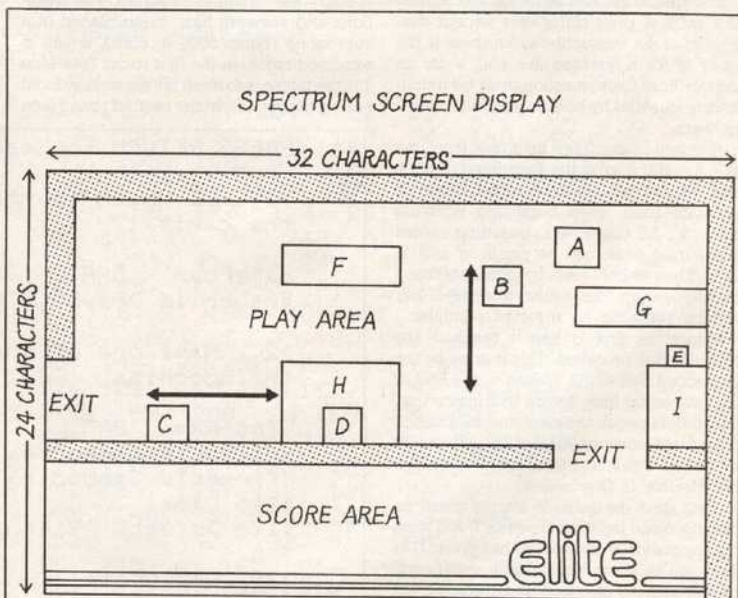
The finished storyboard should be detailed enough for Elite's programmers and designers to use without any major changes — set yourself a limit of no less than 20 screens of action and no more than 60. It might be helpful to divide your storyboard into two sections, a general guide to the story including overall objectives and method of scoring, etc (limit yourself to a maximum of 800 words). The second section should be much more specific detailing exactly what is going on where in each screen, indicating such things as sprites, background layout and movement paths. To help you, we show on the right one such storyboard from a screen in the first *Kokotoni Wilf* program.

How to enter

Completed storylines and storyboards should be submitted to Kokotoni Wilf Competition, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2H 7PP, to arrive no later than 1 January 1988.

All entrants requiring an acknowledgement of receipt should submit a stamped self-addressed envelope. Entrants requiring their work to be returned after judging should send a suitable post paid self-addressed envelope with the entry.

The judges decision will be final. Don't forget to include your name and address! Ten runners up will receive copies of the game which will be produced for the Spectrum and Commodore 64.



TIME-ZONE 3: SCREEN 1

- A: STARTING POSITION OF KOKOTONI WILF
- B: STARTING POSITION OF 'BOOK' SPRITE
- C: STARTING POSITION OF 'BOILING POT' SPRITE
- D: ANIMATED 'FIRE' SPRITE
- E: LOCATION OF AMULET FRAGMENT
- F, G, H, I: SKULL SHELF; POTS SHELF; OPEN RANGE; SKELETON.

BOLD ARROWS SHOW SPRITE MOVEMENT PATTERNS.
SHADED AREA SHOWS IMPENETRABLE BORDERS.

Question time

A testing time for 64 owners with the Question and Answer Module by **Dominick Devlin**

The Question and Answer Module is a ready-made component for an educational program in which a testee is asked a set of questions or can choose between several sets. The user programs the questions with their answers; the Module displays each question on the screen, lets the testee input his answer, checks if it is right and displays the result. Each question is automatically numbered.

The Module, a machine-code routine, can be entered by means of the instructions listed at the end of this article. The educational program should preferably consist of two separate parts, the first part containing the instructions for the Module, followed by instructions to load and run the second part containing the actual questions and answers.

The questions and answers are written like lines of print statements except that, instead of the instruction *Print*, there is the letter 'q' for a question line and 'a' for an answer line. Each question must be immediately followed by its answer or alternative answers.

A question can take up more than one line; just put a 'q' at the beginning of each line. Alternative answers must be placed on separate lines, each beginning with the letter 'a'. All characters, including colour and cursor ones, can be put in 'q' and 'a' lines. The symbol ← will be understood as a carriage return. The symbol from the f7 key will be replaced by inverted commas.

Before the first 'q' line is reached, the Module must be called. This is done by the instruction *Sys 49152*, placed at the end of the preceding line. Before that instruction, the Module needs to have some information poked into locations 251 and 252: 251 should be poked with 0, 1 or 2 (or only 0 or 1 when the Module is first called).

0 will allow the testee to see the questions questions and input his answers. It will wipe out any previous answers he has given. '1' is the same as '0' except that each answer will be immediately checked, and the testee will be told the result (including the correct answer).

'2' allows the testee to see the questions again, together with his previous answers. The answers are checked and the testee is told the results. Location 252 must be poked with the lowest ASCII value to be considered in the comparison of answers. The value must be at least 35.

This is one of the ways in which the programmer can increase the intelligence of the Module so that it recognizes an answer as right, even if it is not exactly the same as the programmed answer. With 35 poked into 252, the Module ignores space

and colour/cursor keys etc (even when their value is greater than 128), as well as differences between upper and lower case. With *Poke 252,48*, most punctuation signs will also be ignored.

In addition, the programmer can get the Module to accept, for example, both "encyclo-aedia" and "-edia" by putting, in the place of the hyphen, the symbol produced from the f5 function key. I shall come back to the f5 key in a moment.

As soon as the Module reaches a line that does not begin with 'q' or 'a', it exits and the instructions reached are handled as Basic instruction. Two pieces of information are left in locations 253 and 254: Peek (253) for the number of questions answered correctly and Peek (254) for the number of questions asked.

Study the example program. The questions and answers have been placed in a subroutine (Lines 5000 to 6000), which is executed twice. In the first round (see Line 10), the testee is to input his answers without seeing the results. In the second round (see

Line 30), he will see the questions again, together with his answers and the correct answers. In addition to the differences automatically ignored, no account will be taken, for example, of hyphens or brackets.

The testee must be told to press *Return* to see each question (Line 20). After the last question has been reviewed, the final result will be displayed (Line 40). Also shown is what might appear on the screen in the second round.

The answers input by the testee have been marked with 'AAA'. This extra input was not seen by the Module. If the testee's answer corresponds to the programmed answer up to the end of the answer line, or up to the symbol from the f5 key, the Module stops comparing and displays 'answer is right'. The f5 symbol was used in Lines 5040 and 5060 to allow for the French spelling of Cameroon.

To break out of the question and answer routine, insert the symbol "18" in the top left corner of the screen and press *Return*.

The Module itself is perched at the top of the area \$C000 to CFFF (49152 to 53247 in decimals), most of that area being available to hold the testee's answers. The whole of the programming space in the Commodore 64 could thus consist almost entirely of questions and answers. At a rough guess, there should be room for five sets consisting of 100 questions each.

PRESS RETURN for each question

>1<. Of which country is Yaounde the capital?

cameroun AAA
answer is >right<: Cameroon

>2<. Name one of the countries in Indochina

Viet-Nam AAA
answer is Kampuchea
(formerly Cambodia)
also Laos
also >right<: Vietnam

>3<. Who wrote:
"For east is east
And west is west
And never the twain shall meet."
(two words)

William Shakespeare AAA
answer is Rudyard Kipling

MARKS: 2 out of 3

N.B. >...< indicates reverse characters

Example Program

```

1 rem test
5 poke 53272,23:rem upper/lower case
10 poke 251,0:gosub 5000
20 print"PRESS RETURN for each question" CLR
30 poke 251,2:poke 252,46:gosub 5000
40 print"MARKS:";peek (253);"out of";peek (254)
50 end
5000 sys 49152
5030 q"Of which country is Yaounde+the capital?+"
5040 a"Cameroun" f5
5050 q"Name one of the countries+in Indochina+"
5060 a"Kampuchea+(formerly Cambodia)" f5
5061 a"Laos"
5062 a"Vietnam"
5070 q"Who wrote:+For east is east+And west is west" f7
5080 q"and never the twain shall meet.?"+(two words)+ f7
5090 a"Rudyard Kipling" f5
6000 return

```

Main Program

```

10 REM *QUESTION & ANSWER MODULE*
20 FOR P=49152 TO 49461
30 READ D:POKE P,D:NEXT:END
100 DATA 160, 0, 132, 253, 132, 254, 132, 90, 169, 53
110 DATA 133, 93, 169, 193, 133, 96, 133, 94, 140, 47
120 DATA 193, 140, 48, 193, 140, 49, 193, 173, 0, 4
130 DATA 240, 23, 160, 3, 177, 122, 133, 57, 200, 177
140 DATA 122, 133, 58, 200, 177, 122, 201, 65, 240, 125
150 DATA 73, 81, 208, 1, 197, 96, 240, 51, 230, 254
160 DATA 133, 96, 165, 251, 41, 2, 240, 3, 32, 207
170 DATA 255, 162, 2, 189, 47, 193, 41, 15, 56, 233
180 DATA 9, 105, 58, 176, 2, 169, 48, 157, 47, 193
190 DATA 202, 144, 236, 162, 25, 32, 8, 193, 165, 90
200 DATA 24, 101, 93, 144, 2, 230, 94, 133, 93, 160
210 DATA 5, 200, 177, 122, 208, 2, 169, 141, 201, 34
220 DATA 240, 245, 201, 95, 208, 2, 169, 13, 201, 136
230 DATA 208, 2, 169, 34, 32, 210, 255, 201, 141, 208
240 DATA 226, 160, 2, 170, 177, 122, 136, 208, 250, 168
250 DATA 240, 2, 134, 123, 136, 132, 122, 76, 27, 192
260 DATA 32, 207, 255, 145, 93, 200, 201, 13, 208, 246
270 DATA 32, 210, 255, 208, 32, 132, 91, 160, 0, 132
280 DATA 92, 166, 96, 240, 4, 162, 11, 208, 20, 230
290 DATA 96, 165, 251, 41, 2, 240, 219, 177, 93, 32
300 DATA 210, 255, 200, 201, 13, 208, 240, 132, 90, 165
310 DATA 251, 240, 184, 32, 8, 193, 162, 16, 230, 91
320 DATA 164, 91, 177, 122, 240, 30, 201, 135, 240, 26
330 DATA 164, 92, 41, 127, 197, 252, 144, 236, 133, 88
340 DATA 230, 92, 177, 93, 41, 127, 197, 252, 144, 226
350 DATA 197, 88, 240, 220, 208, 5, 32, 8, 193, 230
360 DATA 253, 76, 109, 192, 189, 20, 193, 32, 210, 255
370 DATA 232, 201, 32, 208, 245, 96, 141, 65, 78, 83
380 DATA 87, 69, 82, 160, 73, 83, 32, 65, 76, 83
390 DATA 79, 32, 18, 82, 73, 71, 72, 84, 146, 58
400 DATA 32, 13, 18, 0, 0, 0, 146, 46, 32, 13

```

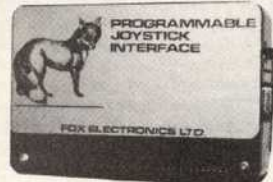



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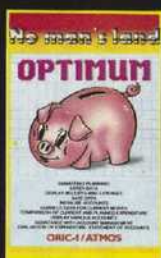
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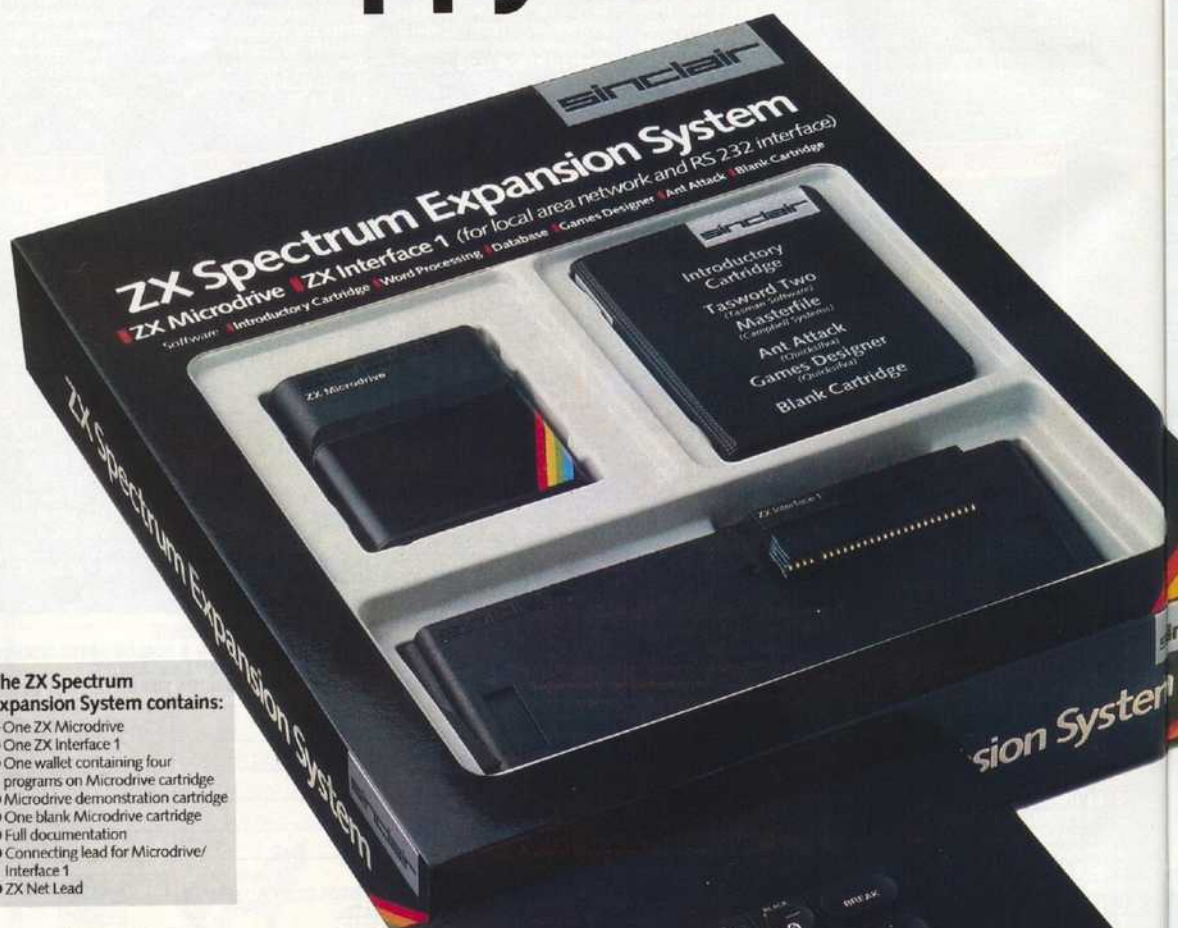
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A swing to the right

The second of three machine-code routines for the Dragon 32 by Roger Walton

This week's article gives Basic listings for machine-code routines which will scroll the PMode 3 screen to the right and upwards. The right scroll routine includes wrap-around but the upwards

scroll does not.

In both cases the full width of the screen is scrolled but the vertical extent of the scrolled screen area may be set by the user. This is done by Poking the two Y-co-

ordinates as shown in the Basic listings 2 and 3. The code is stored at different addresses, so that they can both be used together in a program.

Once the Basic programs have been run, the machine-code can be stored by using the Csave command. An example would be:

Csave "Rscroll",&H7EC2,&H7E5E,&H7EC2

the third address being the Exec address of the routine.

Listing 2

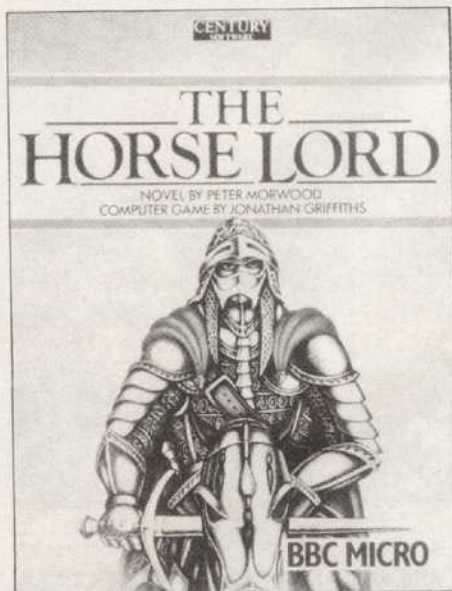
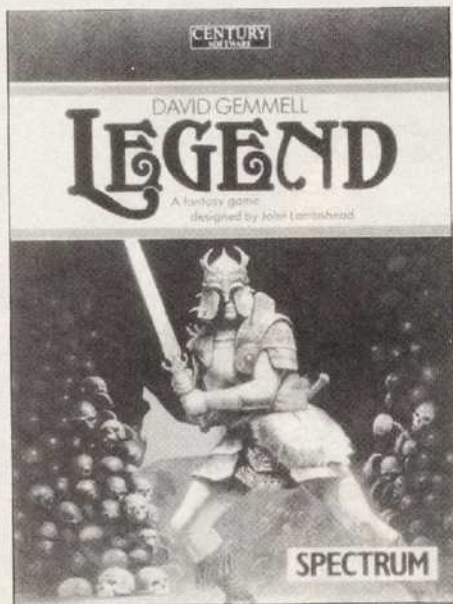
```
100 ' LISTING 2
110'*****
120'SCROLL PROGRAM, R. Walton,
130'*****
140'150 ' This program scrolls
PMode 3 or 4 up the screen160 '
170 ' The section of the screen
to be scrolled
180 ' is defined by it's lower
and upper Y coordinates which
should
190 ' be POKED into &H7E80 and
&H7E81 before EXECing the
machine code
200 CLEAR 100,&H7E7B
210 FOR LOC=&H7E79 TO &H7EC0
220 READ P$
230 P$="&H"+P$240 P=VAL(P$)
250 POKE LOC,P260 T=T+P
270 NEXT
280 IF T<>7951 THEN CLS:PRINT
"DATA ERROR":STOP
290CLS:PRINT"DATA LOADED"
300PRINT"USE EXEC &H7E79
310PRINT"TO CALL THE SCROLL
320DATA 16,00,06,06,00,1D,FF,00
330DATA BF,86,20,F6,7E,80,3D,C3
340DATA 06,00,FD,7E,7C,86,20,F6
350DATA 7E,81,3D,C3,06,1F,1F,02
360DATA 31,A8,E1,10,BF,7E,7E,BE
370DATA 7E,7C,A6,88,20,A7,80,BC
380DATA 7E,7E,26,F6,4F,10,BE,7E
390DATA 7E,31,A8,20,10,BF,7E,7E
400DATA A7,80,BC,7E,7E,26,F9,39
```

Listing 3

```
100'LISTING 3
110'*****
120' SCROLL PROGRAM, R. Walton
130'*****
140'
```

```
150 ' This program scrolls PMode 3
graphics right
160 ' across the screen, with
wrap-around built in
170 'The section of the screen
to be scrolled
180 ' is defined by it's X and
Y coordinates which should
190 ' be POKED into &H7EC9 and
&H7ECA before EXECing the machine
code
200 CLEAR 100,&H7EC1
210 FOR LOC=&H7EC2 TO &H7F5E
220 READ P$230 P$="&H"+P$
240 P=VAL(P$)250 T=T+P
260 POKE LOC,P270 NEXT
280 IF T<>16932 THEN CLS:PRINT
"DATA ERROR":STOP
290CLS:PRINT"CODE LOADED."
300PRINT"EXEC &H7EC2 TO"
310PRINT"CALL RIGHT-SCROLL"
320STOP
330DATA 16,00,0B,06,00,1D,FF,00
340DATA 00,00,00,00,00,00,86,20
350DATA F6,7E,C9,3D,C3,06,00,FD
360DATA 7E,C5,86,20,F6,7E,CA,3D
370DATA C3,06,1F,FD,7E,C7,BE,7E
380DATA C7,7F,7E,CB,31,88,E1,10
390DATA BF,7E,CE,7F,7E,CC,A6,84
400DATA B5,01,26,27,85,02,26,2E
410DATA 64,84,64,B4,1C,FE,30,1F
420DATA BC,7E,CE,25,05,17,00,29
430DATA 20,F2,A6,01,BA,7E,CB,BA
440DATA 7E,CC,A7,01,BC,7E,C5,22
450DATA C8,20,39,34,02,86,40,B7
460DATA 7E,CC,35,02,20,CE,34,02
470DATA 86,80,B7,7E,CB,35,02,20
480DATA C7,C6,40,F7,7E,CD,C6,02
490DATA 1C,FE,64,84,25,0D,34,04
500DATA C6,80,F7,7E,CD,35,04,5A
510DATA 26,EE,39,A6,01,BA,7E,CD
520DATA A7,01,20,EA,39
```


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Completing the file

Continued from last week part two of Microfile by Peter Patton

After running the program you might want to create a new file. After considering what was said last week about the art of file design, select option 1 from the Main Menu.

Answer the prompts as they appear on screen. Firstly, enter the filename for this file, then the number of fields you will require. NB. If you allocate seven fields you must use seven fields, as blank field names are not allowed.

You will be prompted in turn for a field name and a field length for each of the fields. The field name is just a label to allow you to identify the data segments. If you make a mistake don't worry. After entering all the field names and lengths, you will be given the opportunity to amend any section.

Once you are happy that your file structure is as intended, select the Save parameters option and follow the prompts to save the file parameters which you have just created. If you Quit without saving the parameters will be lost.

Entering Data

Select option 2 from the Main Menu then

select option 1 from the second menu. After Loading the parameters for the file, the record layout will be displayed on the screen, and you will get the prompt: *Load Data File (Y or N)*. Answer 'N'. You will then get the prompt: *Begin A New Data File (Y or N)* answer this 'Y'.

You are now ready to begin entering data into your file. If you wish to leave a field blank then simply press *Enter* and you will see that the cursor moves to the start of the next field. Note that you are not allowed to backspace out of the field, or to enter data beyond its preset limit.

Saving Your Data

At the end of a session entering data, it is always advisable to Save the contents of the file. If you were to suffer a power cut before you had Saved the file, it would be lost. From the second menu select option 4 (Return to Main Menu), then from the main menu select option 3 (Save Data File). Follow the prompts and your file will be saved to cassette. If you are using the same cassette for both the file parameters and the data file, do not overwrite the parameters for the file!

Leave a big gap between the end of the parameters and the start of the data file, then label the cassette.

To load an existing data file, follow the procedure for starting a new file outlined above; however, when prompted to Load Data File (Y or N) answer yes. Then follow the prompts to load your file. You may now use options 2 and 3 from the second menu to explore the file. To add new records to the file simply select option 2 from the second menu, and select the '+' to add a record.

Finally, when searching for specific data in your files, you will be allowed to search on a single field of your choice. Such searches are set up in such a way as to find any ambiguous reference, and this can produce results which you may not expect. If for example you were looking for *Pat* to find the name *Paton*, you would also turn up names like *Patterson*, *Patrick*, *Patton*, etc. However, this feature is extremely powerful, and some of its usefulness would be lost if I were to take away its ambiguous aspects.

Using the Program:

Program Menus	
MAIN MENU	SECOND MENU
1 Create a New File	1 Load a New File
2 Run Main Program	2 Browse Through File
3 Save Data File	3 Search File
4 Exit From Program	4 Return to Main Menu

```

1170 ***** Search File *****
1180 FOR t=1 TO y:LOCATE 22,(t+5):PRINT STRING$(VAL(RIGHT$(t),2)),4
51:NEXT
1190 GOSUB 2310:LOCATE 20,23:PRINT"Search On Field No. ";i:=2:GOSUB 21
50:h:VAL(m)
1200 IF h<1 OR h>7 THEN PRINT CHR$(7):GOTO 1180
1210 GOSUB 2310:LOCATE 10,23:PRINT"Enter Data For Search:"
1220 LOCATE 22,(h+5):i=VAL(RIGHT$(h,2)):GOSUB 2150:s=m
1230 s=1
1240 IF INSTR(dat(x,h),s)=0 THEN 1280 ELSE GOTO 1290
1250 IF x=j THEN 1260
1260 GOSUB 2310:LOCATE 20,23:PRINT"(Q)uit or (R)erun Search ";i:=1:90
SUB 2150:a=UPPER(m)
1270 IF a="Q" THEN 740 ELSE IF a="R" THEN 1180 ELSE PRINT CHR$(7):GOTO
1260
1280 IF x<j THEN x=x+1:GOTO 1240 ELSE IF a=j THEN 1360
1290 LOCATE 57,4:PRINT x; " "
1300 FOR t=1 TO y:LOCATE 22,(t+5)
1310 PRINT dat(x,t):b=VAL(RIGHT$(t,2)):PRINT SPACES(b-LEN(dat(x,t)
)):NEXT
1320 GOSUB 2310:LOCATE 10,23:PRINT"(Q)uit or (C)ontinue Search ";i:=1:
GOSUB 2150:a=UPPER(m)
1330 IF a="Q" THEN 1260
1340 IF a="C" THEN IF x<j THEN GOTO 1280 ELSE IF a="C" THEN GOTO 1360
1350 PRINT CHR$(7):GOTO 1320
1360 GOSUB 2310:LOCATE 20,23:PRINT"r;"CHR$(7)
END OF FILE REACHED "r;"CHR$(7)
FOR m=1 TO 2000:NEXT:GOTO 1260
1370 REM ***** Save Data File *****
1380 IF fig=0 THEN CLS:s="N O T H I N G T O S A V E":GOSUB 2320
FOR m=1 TO 3000:NEXT:CLS:GOTO 40
1390 CLS:s="S A V E D A T A":GOSUB 2330
1400 m=j
1410 FOR x=1 TO w:IF LEFT$(dat(x,1),1)="-" THEN j=j-1:NEXT
1420 s="Insert & Rewind DATA tape, then press "+r+" REC "+r+" & "+r+"
PLAY "+r+":PRINT:PRINT:GOSUB 2330
1430 s="Press "+r+" ENTER "+r+" when ready ":PRINT:PRINT:TAB(FN
C(1)):i:=1:GOSUB 2150
1440 ft=0:FOR x=1 TO w:FOR b=1 TO y:ft=ft+LEN(dat(x,b)):NEXT:NEXT-
1450 OPENOUT "":
1460 fil$=name
1470 PRINT #9,fil$
1480 PRINT #9,ft
1490 PRINT #9,j
1500 FOR x=1 TO w:FOR b=1 TO y
1510 IF LEFT$(dat(x,1),1)="-" THEN 1530
1520 PRINT #9,dat(x,b)
1530 NEXT:NEXT
1540 CLOSEOUT
1550 RUN
1560 ***** Load File Parameters *****
1570 CLS:WINDOW #1,5,75,6,20:LOCATE 5,5:PRINT STRING$(70,131):LOCATE 5
,21:PRINT STRING$(70,140)
1580 LOCATE 10,23:PRINT"Insert File Parameters Tape Then Press "r;" P
LAY "r;" & "r;" ENTER "r;" ";i:=1:GOSUB 2150
1590 GOSUB 2310:LOCATE 10,23:PRINT"LOADING PARAMETER
S"
1600 ON ERROR GOTO 2390
1610 OPENIN"":
1620 INPUT #9,name
1630 INPUT #9,y
1640 DIM f$(y)
1650 FOR x=1 TO y
1660 INPUT #9,f$(x)
1670 NEXT
1680 CLOSEIN:GOSUB 2310
1690 RETURN
1700 CLS:WINDOW #1,5,75,6,20:LOCATE 5,5:PRINT STRING$(70,131):LOCATE 5
,21:PRINT STRING$(70,140)
1710 FOR x=1 TO y:a=STR$(x)
1720 IF LEN(a)=2 THEN a="0"+RIGHT$(a,1) ELSE a=RIGHT$(a,2)
1730 PRINT #1,a:NEXT
1740 FOR x=1 TO y
1750 LOCATE 9,(x+5):PRINT LEFT$(f$(x),10)
1760 LOCATE 20,(x+5):PRINT("STRINGS(VAL(RIGHT$(f$(x),2),43))");N
EXT
1770 LOCATE 5,4:PRINT"Active File ";name:LOCATE 50,4:PRINT"Record ###
"
1780 RETURN
1790 LOCATE 5,23:PRINT"Load Data File (Y or N) ";i:=1:GOSUB 2150:m=U
PPER(m)
1800 IF m="N" THEN 1970 ELSE IF m="Y" THEN 1830
1810 PRINT CHR$(7):GOTO 1790
1820 ***** Load Data File *****
1830 GOSUB 2310:LOCATE 10,23:PRINT"Insert Data Tape Then Press "r;" PL
AY "r;" & "r;" ENTER "r;" ";i:=1:GOSUB 2150
1840 GOSUB 2310:LOCATE 10,23:PRINT"LOADING DATA"
1850 OPENIN"":
1860 INPUT #9,fil$
1870 INPUT #9,ft:GOSUB 2330
1880 IF fil$=name THEN 1900
1890 GOSUB 2310:LOCATE 10,23:PRINT"DATA & PARAMETER FILE MISMATCH "
r;"FOR x=1 TO 2000:NEXT:CLOSEIN:ERASE dat:GOTO 1830

```



```

1900 INPUT #9,j
1910 FOR a=1 TO j:FOR b=1 TO y
1920 INPUT #9,dat(x,b)
1930 NEXT:NEXT
1940 GOSUB 2310:LOCATE 5,23:PRINT"Please Wait"
1950 CLOSEIN
1960 flag=1:GOTO 740
1970 GOSUB 2310:LOCATE 5,23:PRINT"Do You Wish To Begin A New Data File
(Y or N) "":i=1:GOSUB 2150:a=UPPER$(a)
1980 IF a="N" THEN ERASE F$:GOTO 740 ELSE IF a="Y" THEN GOSUB 2010:GOT
O 740
1990 PRINT CHR$(7):GOTO 1970
2000 '***** Start A New Data File *****
2010 J=1:ft=0:GOSUB 2330:FOR X=1 TO free
2020 LOCATE 5,2:PRINT"Free Space = ";free;" Records"
2030 LOCATE 57,4:PRINT j; " ":FOR z=1 TO y:LOCATE 22,(z+5):i=VAL(RIGHT
$(f$(z),2)):GOSUB 2150
2040 dat(x,z)=a:z=next
2050 GOSUB 2310:LOCATE 10,23:PRINT"(Q)uit, (C)ontinue or (A)mend "":i
=1:GOSUB 2150:a=UPPER$(a)
2060 IF a="Q" THEN flag=1:GOTO 740 ELSE IF a="C" THEN 2080 ELSE IF a="A
" THEN 2100
2070 PRINT CHR$(7):GOTO 2050
2080 FOR b=1 TO y:LOCATE 22,(b+5):PRINT STRING$(VAL(RIGHT$(f$(b),2)),4
5):NEXT
2090 J=J+1:free=free-1:NEXT
2100 GOSUB 2310:LOCATE 20,23:PRINT"Amdend Field No. "":i=2:GOSUB 2150
2110 b=VAL(a):IF b<1 OR b>y THEN PRINT CHR$(7):GOTO 2100
2120 LOCATE 22,(b+5):i=VAL(RIGHT$(f$(b),2)):GOSUB 2150
2130 dat(x,b)=a:GOTO 2050
2140 '***** Keyboard Input Routine *****
2150 FOR F=1 TO L:PRINT CHR$(45);NEXT:FOR F=1 TO L:PRINT CHR$(0);NE
X
T:P=1:M=SPACE$(L):PRINT CHR$(24);CHR$(42);CHR$(24);CHR$(8);
2160 I=INKEY$
2170 IF I="" THEN 2160
2180 V=ASC(I)
2190 IF P=1 AND V=127 THEN PRINT CHR$(7):GOTO 2160
2200 IF P>1 AND V=127 THEN PRINT CHR$(8);CHR$(42);CHR$(8);
2210 IF P>1 AND V=127 THEN P=P-1:MID$(M,P,1)=" "":GOTO 2160
2220 IF V=13 THEN PRINT SPACE$(L+1)-P:M=LEFT$(M,(P-1)):RETURN
2230 IF V=44 THEN PRINT CHR$(7):V=32:GOTO 2250
2240 IF V=31 AND V<123 THEN GOTO 2250 ELSE PRINT CHR$(7):GOTO 2160
2250 IF P>L THEN PRINT CHR$(7):GOTO 2160
2260 MID$(M,P,1)=CHR$(V):PRINT CHR$(V);CHR$(42);CHR$(8);
2270 IF P<=(L+1) THEN P=P+1
2280 IF P=(L+1) THEN PRINT " ";CHR$(8);
2290 GOTO 2160
2300 '***** Clear Prompt Line *****
2310 LOCATE 1,23:PRINT d:RETURN
2320 '***** Print s$ In Centre Of Screen Line *****
2330 PRINT TAB(FNC(T)/5):RETURN
2340 '***** Calculate Number Of Free Records *****
2350 tr=0:FOR x=1 TO y:tr=tr+VAL(RIGHT$(f$(x),2)):NEXT
2360 free=INT((FRE("))-tr)/tr
2370 IF free<32767 THEN free=5000
2380 DIM dat(free,y):RETURN
2390 IF ERR=10 THEN ERASE F$:RESUME 1640
2400 RESUME NEXT

```

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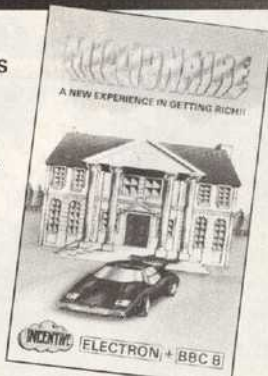
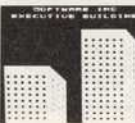
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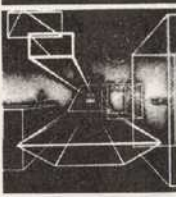


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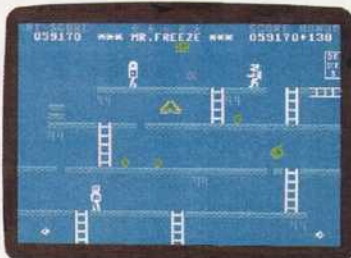
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Particle projection — mind your manners

Plot your flights of fancy with Projectile by P. Whitehurst

I wrote this program to visualise how a particle behaves when projected at different velocities and different angles. The resulting program is suitable for a BBC Model A or B, or an Electron, as it utilises mode 4 graphics.

When run, the program asks you first for the velocity of projection, and then for the angle the particle is to be projected at. A graphical representation of its path is then

drawn, with both axes labelled in metres.

After plotting its path, the program asks if you would like to replot the path of a particle with different angle and velocity, or plot the path of the new particle over that of the old. Thus the paths of various different particles may easily be compared with each other.

The program does not make use of procedures, as such things would be consi-

dered to be overkill on the part of the programmer in such a straightforward program.

Program Notes

Lines 10-50 set up Mode 4; input lines for velocity and angle are included, with full error checking.

Lines 60-90 set up the screen, the scales being drawn in metres, and the variables for vertical and horizontal distance and velocity are set up. The direction of velocity is represented in Lines 150 & 160 as an arrow pointing in the direction of projection.

Lines 200-250 plot the path of the particle. The factor of 1/10th in each of the lines regarding a change in distance or velocity is to ensure that an accurate plot is obtained.

Lines 260-280 select whether a superimposed image or a complete replot of the drawing is required.

```

10MODE4
20VDU28.0.4.39.0
30PRINT"Simulation of the path of a particle      projected with velocity v m/s
& at angleA degrees from a point O."
40INPUT"Velocity of projection,v(1-100m/s)",v:IFv<10R v>100THENPRINT"Error!":
GOTO40

```

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50 INPUT "Angle of projection,A(0-89deg)",A:IFA<0OR A>89THENPRINT"Error!":GOTO5
0
60VDU29,80;100;5
70MOVE1120,0:DRAW0,0:DRAW0,650:MOVE-20,630:DRAW0,650:DRAW20,630:MOVE1100,-20:
DRAW1120,0:DRAW1100,20
80@%=0:FORF=0TO1000STEP100:MOVEF,-10:DRAWF,10:MOVEF,-20:PRINTF/100:NEXT
90FORF=0TO600STEP100:MOVE-10,F:DRAW10,F:MOVE-40,F:PRINTF/100:NEXT
100MOVE180,-50:PRINT"Horizontal distance(*100m)"
110MOVE0,750:PRINT"Height"'"(*100m)"
120VDU24,0;0;1279;800;
130dist=0:height=0
140A=PI/32
150MOVE0,0:DRAW200*COS(A),200*SIN(A)
160MOVE180*COS(A+PI/32),180*SIN(A+PI/32):DRAW200*COS(A),200*SIN(A):DRAW180*COS
(A-PI/32),180*SIN(A-PI/32)
170PLOT0,-20,60:PRINT"v":MOVE0,0
180vertvel=v*SINA:horvel=v*COSA
190VDU4
200REPEAT
210DRAWdist,height
220dist=dist+horvel/10
230height=height+vertvel/10
240vertvel=vertvel-9.81/10
250UNTILdist>1280 OR height<0
260VDU28,0,4,39,0,12:PRINT"Press S to superimpose-P to replot"
270IFGET$="S"THENVDU12:GOTO30
280IFGET$="P"THEN:GOTO10

```

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We are always actively seeking programs for publication — either for Open Forum, the machine pages or Star Game. When sending in a program for consideration, a clear program listing should be sent, together with, wherever possible, a saved copy on cassette. Documentation — usually not more than 1000 words — should start with a general description of the program, what it does, and then some detail of how the program itself is constructed. We pay very competitive rates, according to the length and nature of the program and the quality of the accompanying documentation.

Scrolling

on Spectrum

Innumerable scrolling routines have been published, many of them for the Spectrum. This one probably is the best in terms of

memory consumption and speed: the program scrolls the whole screen left or right four pixels in just 38 bytes (19 bytes for each routine). The code itself is position-independent, but when using the Basic loader (see listing), the screen is scrolled left using *Randomise Usr 64000* and right using *Randomise Usr 64020*.

The secret of the routines' shortness is the use of the much underused BCD rotation instructions in the Z80's instruction set: RLD and RRD. In effect, the routine treats each line of the screen as a 32 byte long BCD number and rotates it left or right, hence appearing to move the line left or right by 4 pixels.

```
10 REM *****
20 REM BASIC Loader
30 REM For Left/Right
40 REM Pixel scrolling
50 REM
60 REM By H.C.Derali
70 REM *****
80 CLEAR 63999
90 FOR F=64000 TO 64037: READ
POKE F, NEXT F
100 DATA 243,33,223,87,14,191,5
110 DATA 175,237,111,43,15,251,13,32,24
120 DATA 251,201
130 DATA 243,33,0,64,14,191,5,0
140 DATA 175,237,103,35,16,251,13,32,24
150 DATA 251,201
```

```
10 REM *****
20 REM BASIC Loader
30 REM For Left/Right
40 REM Pixel scrolling
50 REM
60 REM By H.C.Derali
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100 DATA 243,33,223,87,14,191,5
110 DATA 175,237,111,43,15,251,13,32,24
120 DATA 251,201
130 DATA 243,33,0,64,14,191,5,0
140 DATA 175,237,103,35,16,251,13,32,24
150 DATA 251,201
```

Arcade Avenue



No sprites

Elite is by any accounts a major piece of programming. By combining its talent for arcade programming and its intellectual aspirations, Acornsoft has produced a game that must pass as the closest simulation of what the space age could look like that we have yet seen on a micro.

For those that don't know it is a kind of cross between a Kingdom strategy game, *Battlezone*, and a fully three-dimensional flight simulator (I know all flight simulators are supposed to be 3D but in space you can fly at any angle you chose without worrying about a premature rendezvous with the ground). Unfortunately, it has confirmed a suspicion that I

have long had that real space flight, and especially space combat, is so complex, disorientating and frustrating that it's best left to the battle computers whilst we humans get on with playing *Galaxian*.

Anyway, for those with greater mental capacity and determination here is a tip that was passed on to me by one of our reviewers on how to dock with the space station. Find the point 'S' that is halfway on the line between the planet and the station. Rotate to make the line horizontal and cut engines when the station is square with the side window. Then rotate 90°, adjust to point directly at the station, and rotate till the station is fixed like rectangle in view. I hope that means more to Beeb owners than it does to me.

One of the most popular games of recent years amongst some of the PCW staff was Crystal's (now Design-Design Software) *Halls of the Things*. Personally, I have to agree with Tony Bridge's high estimation of this game because although it is now looking a bit dated

graphically, I must rate it as the most lasting game in my collection in terms of addictivity.

The good news is that it has now been released for the CBM 64 with the addition of a little sound and the welcome option of user defined keys and joystick control. Otherwise, the game is an almost exact copy of the Spectrum original, even down to the simulated Spectrum loading screen. An Amstrad version is also underway.

Design-Design have also made a selling point of the fact that their new game, *Dark Star* has no sprites. Their contention is that sprite-based machines like the MSX range are limited in their graphic capabilities by this hardware commitment. The company has preferred to concentrate on writing software, like Halls, where the programming effort has concentrate on writing software, like Halls, where the

Dark Star is therefore completely devoid of cute shapes with names like Rotten Ron and Berky Bill, but is rather

a 'vector graphics' space game where you are faced with an interstellar flight of breathtaking speed worthy of a place in any alien basher's collection. The concept of user defined keys has also been stretched to its limit with most keys definable to perform any game function, or combination of functions that you may wish.

Finally, for those who think horrendous spelling gaffes are the prerogative of Tony Bridge's adventure games take a look at the adverts for Software Project's new game *Heebie Jeebies* where "you play the roll of a spider". In next week's column I will be playing the sandwich of a centipede.

Tony Kendle

The Arcade Corner is a new section for anyone who enjoys playing arcade games. If you have any comments, from playing tips on difficult games or programs you'd particularly like to praise (or blame!) then write to: Tony Kendle, Arcade Avenue, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.


```

00010 ;left and right
scroller
00020 ;in medium
resolution (4 pixels)
00030
00040 ;I LEFT SCROLL
00050
00060 org 64000
00070
00080 tscrol ld hl,22425
00090 ld c,151
00100 ld b,32
00110
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00170 ;I RIGHT SCROLL
00180
00190 rscrol ld hl,15384
00200 ld c,191
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Scrolling
by H Dereli

Retrieve

on CBM 64

This simple program will let you 'unnew' your newed basic program. Before you start typing in any magazine listings etc, Load

and Run the program.

Now type in New and enter in your listing normally. If by accident you do type in New while entering in your listing, follow out Step 5.

To test out the memory retrieve program do the following:

1 Load and Run the memory retrieve program.

2 Type in New

3 Load in a Basic program and List

4 Now type in New and then List

5 Now type in SYS50000 to retrieve your original program.

```

10 FORTG=2T025
20 READ AB
25 A=A+AB
30 POKE50000+TG,AB
40 NEXTTG
45 IFA<>2552THENPRINT"DATA
SUM ERROR":EN

```

```

D
50 DATA169,8,160,1,145,43
60 DATA32,51,165,165,34
70 DATA133,145,133,47,133
80 DATA49,165,35,133,46
90 DATA133,148,133,50,96

```

Retrieve
by S Sindhar

Microradio

GW6JJN



Packet Radio

To many of us, Packet Radio still seems the best bet in Radio Computing. It is a form of communication that is used in Amateur Radio in Canada and the United States, and slowly, becoming more popular in the United Kingdom.

The reason for the rise in interest here is manifold. It means that many users can use the same radio frequency simultaneously; it means that data can be sent accurately and surely even in the most difficult conditions, and it is about 20 times faster than RTTY and AMTOR. When a network of intelligent terminals are set up, data can be routed from node

to node with extremely high integrity.

One example of the rising interest is a letter to Microradio from Trevor Tugwell G6TJT of Stevenage, Herts. Trevor writes in to say that several people in the Hertfordshire area have been active on Packet Radio since the beginning of the year, experimenting with various protocols. They have finally settled by standardising on a program written by Peter Robinson G6GIX for the BBC Model B.

This program has proved popular mainly because of the ease with which it can be implemented, not requiring any modems or interfaces and all input and output is via the cassette port.

The program has limitations such as the low baud rate of 300 baud, but it works effectively. To this end there is a regular Packet Radio net every Monday evening at 8pm on 144.675MHz which covers the Herts, Beds and North London areas. This particular frequen-

cy has developed as the regular packet frequency in the area and the program is spreading across the country as other local Packet groups develop.

In addition, local amateurs have been experimenting with the Amateur Packet Standard AX.25 which they have running at around 1200 baud with very good results. Already they are capable of running five or six simultaneous independent contacts on the same frequency channel.

It is this economy of spectrum space that is the great appeal of Packet Radio on the crowded amateur bands. The AX.25 protocol is implemented by the use of a separate board with its own microprocessor. Ram and Rom and has the obvious advantage that it can be run on any micro that has a serial RS232 port. The microcomputer in fact acts just as a dumb terminal running a program capable of sending ASCII information through its serial port.

Thanks to Trevor and I would be very grateful to anyone else who can update this report with news of other Packet groups. I would very much like to see a circuit diagram or a prototype of the terminal board, so if you have any information, please write in to the column.

Microradio has promoted the idea of Packet in the UK as the best solution to error-free communication by computers in radio and I am glad to pass on any information that might help to advance the possibilities that Packet Radio offers. Trevor Tugwell can be reached at 11 The Dell, Stevenage, Herts SG1 1PH.

Ray Berry GW6JJN

This series of articles is designed for radio and microcomputer enthusiasts alike. If you have any queries that you want answered, hints and tips to share, or topics that you would like to see covered, write to: Ray Berry, Microradio, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.

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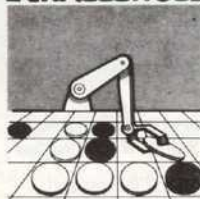
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Open Forum

Fred

on Vic 20

This is a two player game for the unexpanded Vic 20. The unlikely scenario...Fred has just seen Tron on video, and has got

quite carried away. He has dug a trough around the living room and asked Edna (the wife) for a game of light cycles. Edna wasn't very pleased. Watch out for the deadly gas.

Controls: Edna — 'M'=left, 'N'=right, 'Z'=down, 'V'=up Fred — 'C'=right,

'X'=left, 'A'=up, 'Z'=down

Program Notes

60-90 Draws border
150-240 Checks movement
250-350 Moves Edna and Fred
9000-9060 Messages

```
5 POKE36876:0
10 PRINT"Q"
15 N=INT(RND(1)*255):M=INT(RND(1)*255)
20 POKE36879,59:POKE650,255:POKE36878,13
30 PF=7908:FE=7912
40 V=-1:U=1
50 B=102:A=81:C=30720
60 FORI=0TO21:POKE7680+I,B:POKE38400+I,6:NEXT
70 FORI=7701TO8185STEP22:POKEI,102:POKEI+C,6:NEXT
80 FORI=8185TO8184STEP-1:POKEI,102:POKEI+C,6:NEXT
90 FORI=8164TO7680STEP-22:POKEI,102:POKEI+C,6:NEXT
95 POKEPF,81:POKEFF+C,2
100 POKEPE,81:POKEPE+C,4
150 GETF$:IFF$="" THEN250
155 IFF$="C" THENV=1:GOTO250
160 IFF$="X" THENV=-1:GOTO250
170 IFF$="A" THENV=-22:GOTO250
180 IFF$="Z" THENV=22:GOTO250
210 IFF$="M" THENU=-1:GOTO255
220 IFF$="N" THENU=1:GOTO255
230 IFF$="Z" THENU=22:GOTO255
240 IFF$="V" THENU=-22
```

Book Ends



Book *The Amstrad CPC464 Explored* Price £7.95 Micro General Supplier Kuma Computers, 12 Horseshoe Park, Pangbourne, Berks.

All things considered there are few books on the Amstrad computer. Considering the mad rush to get QL books out, the Amstrad, which was well received and appears to be doing well, is shunned as though it has a social disease.

Kuma, who have been supporting the Amstrad with software, have now produced one of the first books for it. It is in the 'general guide' style covering simple programming in Basic and toying briefly with machine code.

There are five broad sections covering basic setting up, using music, graphics, assembly language and ending with the construction and analysis of a fairly substantial home accounting program. There are other programs throughout the

book illustrating each new item.

The book is well written and thorough, although probably not as 'idiot level' as some other introductory books — no cartoon characters and colour diagrams here. Quite a good book, but fairly expensive, too.

Graham Taylor



Book *Creative Computer Graphics* Price £15.95 Micro General Supplier Cambridge University Press, Publishing Division, The Edinburgh Building, Shaftesbury Road, Cambridge CB2 2RU.

Now here's a book I'd like to see stuffed into my Christmas stocking — *Creative Computer Graphics* is a large format book chock full of illustrations of graphics created by computers.

The book aims to show just what is currently being achieved in computer graphics from films like *Tron* and the

awesome-looking but as yet unfinished, *The Work* to commercial designs like the Channel Four logo.

It's a coffee table book really, rather than a serious educational tome — although the text surrounding the lavish illustrations is interesting, if not deeply analytical. Personally, I love coffee table books and this one is one of the most flickable I've seen.

Some of the pictures I've not seen before and some of the graphics are astounding, although not the sort of thing you going to see on your home micro. Not that micros are completely ignored; there is a section towards the end of the book which covers games and mentions a few favourites like *Valhalla* and *Commodore's Soccer*. The choices are a bit random and some pictures which are evidently from Psion's QL packages are described as being on the Spectrum computer — nevertheless a brilliant Christmas present.

Graham Taylor



Book *Oric 1 and Atmos* Price £7.95 Supplier McGraw-Hill Book Company (UK), Shoppehangers Road, Maidenhead, Berkshire.

To make full use of Geoff Phillips' book you will need to know not only what machine-code is but also have some idea how to manipulate all those numbers.

This is an introduction to the internal workings of the two Oric machines. Graphics, sound, Rom, keyboard reading and more are dealt with, and several routines to be used with Basic (such as a *Trace* utility) are listed.

My fear is that possibly the book contains too much for the sake of clarity, and it lacks an index. However, for the Oric owner keen to use the machine to its full it is probably worth investigating.

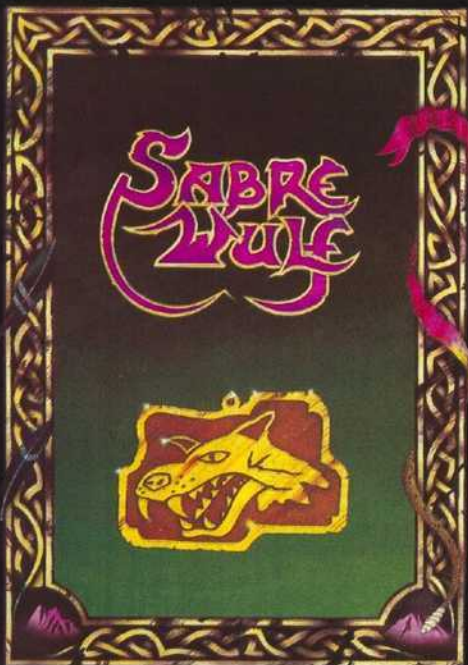
John Minson

48K SINCLAIR ZX SPECTRUM

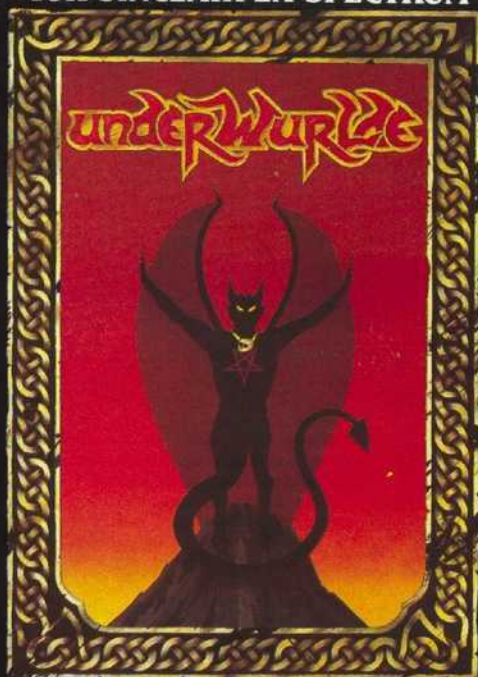


BBC MODEL B 1-2 OS

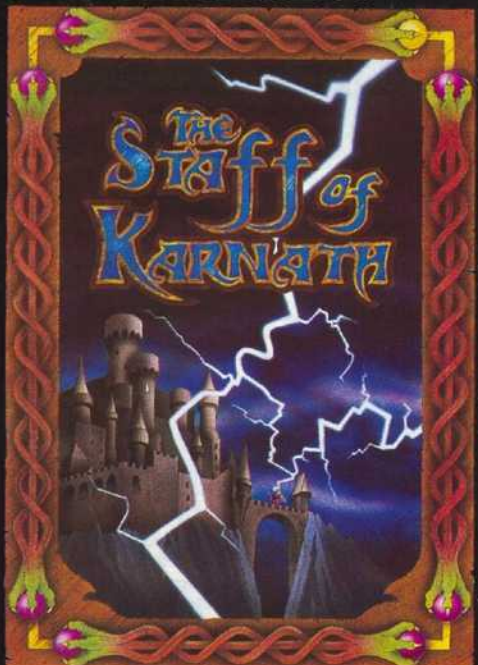
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48K SINCLAIR ZX SPECTRUM



COMMODORE 64



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Open Forum

```
250 IFPEEK(PF+V)=102THEN9000
255 IFPEEK(PE+U)=102THEN9020
260 IFPEEK(PF+V)=81THEN9010
265 IFPEEK(PE+U)=81THEN9030
270 PF=PF+V:PE=PE+U
280 POKEPF,81:POKEPF+D,2:POKE36874,241:POKE36874,0
285 POKEPE,81:POKEPE+C,4:POKE36876,137:POKE36876,0
350 GOTO150
9000 PRINT"JUT TUT! FREDERICK YOU FELL INTO THE TROUGH YOU CUT AROUND YOUR"
9001 PRINT"LIVING ROOM.EDNA HAS SENTENCED YOU TO A LIFE OF WASHING UP"
9002 PRINT"COOKING AND IRONING!":GOTO9050
9010 PRINT"FREDERICK YOU WALKED INTO A DENSE MIST WHICH EMANATED FROM "
9011 PRINT"AN UNKNOWN SWEAT GLAND(YOURS OR THE MRS). THE INTENSE SMELL HAS"
9012 PRINT"MADE YOU UNCONSCIOUS! I DON'T THINK THERE'S MUCH HOPE FOR YOU NOW?"
9013 GOTO9050
9020 PRINT"EDNA YOU FELL INTO THE TROUGH FREDERICK CUT AROUND THE LIVING ROOM"
9021 PRINT"AND HAVE BROKEN A LEG.HOWEVER YOU WO'NT GET ANY HELP FROM "
9022 PRINT"FREDERICK-HE'S TOO WORRIED ABOUT HIS TROUGH":GOTO9050
9030 PRINT"OH DEAR ARMPIT GAS! BUT EDNA OVER THE THE YEARS YOU HAVE"
9031 PRINT"DEVELOPED A NATURAL RESISTANCE TO IT SO YOU ARE ALL RIGHT"
9032 PRINT"PERHAPS YOU'LL TAKE PITY ON FREDERICK WHENHE SEES 'JAWS III'"
9033 PRINT"AND YOUR LIVING ROOM BECOMES THE DEEP SEA WORLD LAGOON?!!!"
9050 PRINT"§ ANOTHER GAME (Y/Y)"
9060 GETA$:IF A$="Y"THEN10
9070 POKE36879,INT(RND(1)*255):POKE36876,INT(RND(1)*255):POKE36876,0
9080 GOTO9060
```

Fred
by H Dunn

The Music Box



A-to-D

A number of people are interested in whether you can interface an ordinary electric guitar with a computer. This is quite a tricky one and the answer applies to all instruments apart from those keyboards and drum machines equipped with MIDI standard interfaces or something similar — for which interfacing is easy.

A word of explanation is in order — MIDI is a serial interface (like the RS232 printer and peripheral interface) in which digital data is passed between synths or between a synth and a micro according to certain communication protocols set down by the synth manufactu-

urers who introduced the system.

The important thing is that all MIDI data is *digital* — which is why it's available only for those instruments whose internal electronics is *already* digital. The computer in a MIDI system doesn't store sounds, but only the information required for a synth to produce them.

Unfortunately, most musical instruments (even the electronic ones) do not use digital data in the creation of their sounds. So, in order to use a computer with them, their sounds have first to be digitised. This is done using a device known as an analogue-to-digital converter (or ADC) and, regrettably, ADCs good enough for audio use are not cheap.

Now, the BBC Model B has a built-in ADC, I hear you say, and so it has. But the BBC's ADC has a maximum sampling rate of 100 Hz (that's to say, it takes samples of the voltage being fed into it once every hundredth of a second — or, as the manual has it, once every 10

milliseconds). The result is returned in the BBC's *Adval* variable. Considering that the range of audible frequencies is roughly 30 to 15 KHz, the BBC's sampling rate is a mite slow!

The other popular computer with ADC facilities is the Commodore 64, whose SID chip contains a register returning digital values for an analogue signal on the *Pot X* and *Pot Y* inputs in the control ports. Like the BBC's ADC, this is intended for use with paddle or joystick controllers and is not good enough for direct conversion of audio.

If you want to experiment, however, the output of your guitar pick-up will need to be amplified. The BBC's ADC requires an input between 0 and 1.8 volts, while the 64's has to be between 0 and 5 volts. Suitable supply voltages for the necessary circuitry are available from the relevant sockets on each computer. It should be born in mind also that storing digital conversions can be very costly on memory.

One final point is that the Commodore allows you to treat audio output using the SID's digital filter. The input is on the Audio/Video Din socket on the back of the computer. The *Programmer's Reference Guide* gives all the necessary information on this facility and on the ADC.

Although A-to-D conversion is a problem, all is not lost. Several computers have peripherals available now at relatively low cost which allow you to sample-and-store sounds which can then be played using a keyboard.

Gary Herman

The Music Box is a new weekly column with news, reviews and readers comments on all aspects of micros and music.

Any readers with experience of computer music making or companies with new product news are invited to write to: drop a line explaining what they're doing to: Gary Herman, The Music Box, 12-13 Little Newport Street, London WC2R 3LD.

FEATURES

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Tony Bridge's Adventure Corner



Far and distant lands

The airways of the world have been really busy this week with readers of The Corner in far and distant lands, eager for enlightenment.

First out of the bag was a letter from Malcolm Schmidt, of Kelvin in South Africa. He wrote to me some weeks ago about *Zork I*, but has since solved the adventure. Thanks very much, Malcolm, for the detailed map on *Zork I* and *Planetfall*. I'm sorry that you haven't had much luck with The Corner, but please let me know about your experiences with *Enchanter*, which I'm sure you'll enjoy.

In the same post, The Grand Elf received a letter from Peter Craven of Blairgowrie, in the Transvaal, also in South Africa. Peter is a newcomer to our hobby and has just finished *The Hobbit*, with a score of 67.5, as well as *Inca Curse* and *Snowball*. As for *Planet of Death* — to get past the Forcefield (which, incidentally, is the problem that gives everybody a hard time), *Fire Laser* twice (very unfair, this one, as there is really no clue at all) and then *Dance*, bearing in mind what you are hearing on the transistor.

You'll need the boots to wade into the lake (*Wear Boots, Go Lake*). Here you'll find a coin, and you may need this if you're thrown into jail. The gloves you'll need to open the door to the computer room. In *Urban Upstart*, give just the Lager to the football fan — you'll need the fiver to get into the airport. The Small Key will, indeed, start the plane, but to fly it, you'll first need to

learn how to! Try *Reading the Book*!

Peter also asks: "There must be other magazines worth buying that have adventure reviews and give help to lost travellers like me. Can you recommend any?" I certainly can, Peter: since The Grand Elf started the Adventure Corner some 18 months ago, most computer magazines have a page devoted to this rapidly-growing pastime. Most of them are pretty awful, but Keith Campbell's column in *Video and Computer Games Monthly* is one that I always read with great interest, as is the weekly page in *Personal Computer News*, written by the Gerrard Brothers and Bob Chappell among others.

I mention these in the cause of impartiality, as the one that I would recommend to you is our sister magazine, *Micro Adventurer* which, as its name suggests, is devoted to adventures.

A bit closer to home is Noordwijkerhout, in The Netherlands. This is where Mr P Woodhouse lives, and he writes asking for some advice in a couple of well-loved adventures. "How do I pass the Troll without losing one of my treasures? And, in *Magic Mountain* (by Phipps Associates), how do I cross the Chasm?" To pass the Troll without paying, you must, first of all, acquire the Golden Eggs — then go to the SW side of the chasm. When you try to cross, the Troll will stop you, and you will then throw the Eggs to the Troll. To get back, you must have the Bear with you (make friends with him first!) and then throw him at the Troll. As for the Chasm in *Magic Mountain*, first of all, get the Stick, which can then be used to *Reach Rope*. With this, you can *Swing Across*.

Back now in Britain, Mr J Jenkins of Bicester writes: "My son is having trouble in an adventure called *Espionage Island*, by Artic Computing. His problem is getting past the first task, parachuting from the plane. From what I have observed in magazines such as yours, it would appear to be not so much the instruction but rather the way it is phrased."

Yes, Mr Jenkins, this can be the most frustrating part of adventuring. Personally, I think that the puzzle should be the difficult part of an adventure.

As to the problem: To get out of the Plane, first *Get Parachute*. Then *Wear Parachute*, *Pull Lever* (to open the door), *Pull Cord* and

finally *Unstrap* (or *Drop*) *Parachute*.

Now, to the Beeb. Phil Rimmer has a Bee in his Beeb about this, and says: "Please don't forget that the BBC users also enjoy adventure — let's have a few more BBC adventures on your page." I know, Phil, that

Snowball



Level 9 Computing

Beeb-users are avid adventurers — they have some of the best available such as *Castle of Riddles*, which is one of the adventures giving Phil a problem. "How do I get out of the Black Maze?" Once in the Maze, *Wave the Black Rod* — this will give a puff of coloured smoke. If you move so that the smoke is coloured according to the colours of the rainbow.

Now to the adventure from Channel 8, *Escape from Pulsar 7*. Phil is stuck in the very opening: "I can't get out of the first three rooms — how many objects are hidden in these rooms?" This adventure starts off in a Social Room, in which is a couch. On the couch are a Note and Key, and moving the couch reveals a Rod.

Moving objects in many adventures, particularly Channel 8's, will often uncover useful items. Proceeding South into a Cabin, *Close the Door*, which uncovers a Pillow on a Bunk. Go to the Bunk and move the Pillow, thus finding another object — now return to the Social Room and *Go West* to the Bedroom. Go to the Bunk, *Examine Bunk* to find an air vent, which is your route to other parts of the adventure.

Adventure Helpline

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Remember — the system only works if those adventurers who have solved the puzzles get in touch. Every week is Save An Adventurer Today (SAAT) week!

This series of articles is designed for novice and experienced Adventurers alike. Each week Tony Bridge will be looking at different Adventures and advising you on some of the problems and pitfalls you can expect to encounter. So, if you have an Adventure you want reviewed, or if you are stuck in an Adventure and cannot progress any further write to: Tony Bridge, Adventure Corner, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.

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NORMAN SCOTTER.

"Please, give me a clue to the £25,000"
CHARLES COOPER.
(Sorry, Charles)

"I hate this game. I seem to be missing all my favourite TV shows" ADAM BOWLES. (*Poor old Adam*)

Eureka!

TELL US WHAT YOU THINK.

Peek & Poke



Word processing

John Martin of Nicosia, Cyprus, writes:

Q I am a regular reader of PCW, which is always available here in Cyprus, but at twice the UK price, and always look forward to your column.

Could you please tell me which would be the best Wordprocessor program for my Spectrum 48K, as I want to use it with my printer for letter writing, etc. So far I've heard of only two Spectext and Tasword II, but I'm sure you'll know of many more.

A You don't mention if you have microdrives on your machine, if you don't have them and you are thinking of buying them at some point, then my advice would be to get the new Wafadrive from Robotronics, which enables the use of their excellent word processing program (probably the best I've seen on a Spectrum).

If that is too expensive, then Tasword II, which I have used, is an extremely useful program, and at the price represents good value for money. I have not used Spectext myself, but have not heard of any major problems with it.

More ram

P Brown of Great Dunmow, Essex, writes

Q Is there any reason why it would be impossible to increase the Ram of a 48K Spectrum by adding one of the advertised 32K add-on rampacks?

A There is absolutely no reason why you cannot add an extra 32K to a 48K Spectrum. The problems start when you try and use the extra memory. The Z80 is only capable of addressing 64K of memory; ie, the 16K in Rom and the 48K in Ram. Without the use of some form of memory switching technique, any memory in addition to this 64K maximum is completely wasted.

Also, any software that you wrote to utilise the extra memory (were you able to use it) would not be really marketable, and would also require special Loading and Saving techniques. I suspect that by now you are beginning to appreciate why there has not been a flood of people buying these Ram extensions!

Program problem

Peter Hills of Bulls, New Zealand, writes:

Q I am a Spectrum 48K owner having a problem with just one program — Football Manager by Addictive Games.

All the other programs in my library give no trouble at all. But with Football Manager, right at the beginning before the first match highlights are played, it stops with a 'Nonsense in Basic Line 6560' error message.

I will mention at this point that the tape will load and play perfectly on my friend's Spectrum using my tape recorder or theirs.

Listing line 6560 shows that on my machine instead of having LET a(1) — etc, I get LET a(1.?????) — etc. The spurious full stop and five question marks are impossible to remove. They can be edited out, but will reappear when the program is Run again. Do you have any thoughts on what is causing the problem?

A This is, unfortunately, quite a common problem with the Spectrum. It seems that certain cassette tapes will always cause trouble on a particular machine, whilst loading perfectly well on another.

In your case the solution to your problem is quite straight-

forward. The facility exists in Football Manager to Save a new version of the game, so as to continue your meteoric rise to First Division fame and glory. All you need to do is to Run the program, obtain the famous error, correct it and carry on playing until you get the opportunity to Save the game.

At that point you should save your current position (which also saves a new version of F.M. for you), on to a blank cassette.

If you find that you cannot get the program to restart, after correcting the error, try Coto 6560. That should solve everything. If my advice doesn't work, please write to me again, enclosing a listing (if possible) of the affected part of the program, so that I can check it with my version.

Screen load

N Blow of London writes:

Q I am writing a program with a loading screen, and I want to save the whole thing; ie, loading screen plus main program. Could you tell me how to do this, so that it loads the screen, then the program and then runs?

A There are many ways of achieving what you want, the easiest is the use of a 'Loader' program. An example is shown below. The main idea behind the loader program is to control the loading of all other software into the computer for one program. For instance, a program which requires a loading screen, a main Basic program, and a set of machine code subroutines. On machines like the CBM 64 this technique is called Bootstrapping. The loader program example I have given is for the Spectrum.

```
10 REM Loader Program
20 CLS: BORDER 4: REM clear screen and set border colour
30 LOAD "" SCREEN$:REM load screen
```

Is there anything about your computer you don't understand, and which everyone else seems to take for granted? Whatever your problem Peek it to Phil Rogers and every week he will Poke back as many answers as he can. The address is Peek & Poke, PCW, 12-13 Little Newport Street, London WC2R 3LD

40 LOAD "": REM load main BASIC program

The main Basic program is saved so as to auto run, by using the Save "fred" Line start-line, format of the Spectrum Save command.

Array sum

J Holmes of Glasgow, writes:

Q Can you help me with a CBM 64 Basic program?
10 DIM S(12):DIM TP(12)
20 FOR T = 1 TO 12
30 ?CHRS(147)
40 INPUT "Salary for month":S(T)
50 INPUT "Tax paid this month":TP(T)
60 NEXT T

How do I find the sum of all the TP and S arrays? Do I have to do:

AS = S(1) + S(2) + S(3) + S(4) + S(5) + S(6) + S(7) + S(8) + S(9) + S(10) + S(11) + S(12) etc, or is there another way?

A This following gives you the sum of both arrays (in AS and AT), which you could then print at the end of your For loop.

```
15 AS = 0:AT = 0
45 AS = AS+S(T)
55 AT = AT+TP(T)
```

Pools prog

P Edwards of Mid Glamorgan, writes:

Q Please would you let me know whether it is worth doing the pools from a computer, as I have a program and the most score draws it will find is between four and five a week. As I own a CBM 64 your comments would be most welcome.

A I used to do the pools regularly, and my weekly score draw average was between 0 and three, so your program easily beats me. Seriously, though, with something as random as score draw selection, a computer is not going to be a great help.

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MICRONET PRESTEL for BBC 1.2. Acoustic coupler + s/w and all leads. £45. 01-864 8574.

SPECTRUM 16K, in need of repair + £70 of s/w all originals. For Atari 400 with Basic or Texas 71994A with Super Expander. Tel: 01-531 1930.

WANTED BROKEN SPECTRUM for spares/experiments. Up to £20. Also ZX80 Rom disassembly and any interface 2 cartridges. Tel: Peter 051 630 2450 eves.

WANTED ZX81 to write + swap tips etc. Tel: Mark 0524 52920 for details. **£50 OF ORIGINAL** Spectrum s/w to exchange for Microspeech. Tel: 01 809 2841.

COMMODORE HIGH FLYER Business game urgently wanted on tape. ring Jim on 0902 893084. Anytime.

SWAP ELECTRONIC HAND held Space Invader game for Atari 600 XL software or Pole Position cartridge. Write to Dean (PCW), 268 Brooklands Road, Manchester, M23 9HD.

SWAP 40 CHANNEL CB radio + power supply + SWR + aerial and hand held CB for your CBM 64. Write to Dean (PCW), 268 Brooklands Road, Manchester, M23 9HD.

BASIC COMPILER WANTED urgently for Oric 48K. Willing to pay high price. Phone (0742) 304316 or write to: John Hayes, 24 Whitworth Road, Crosspool, Sheffield S10.

WANTED 48K SPECTRUM + real keyboard. No software paid 90£ cash + postage or 70£ + 20£ for separate units.

WANTED AMSTRAD concise Basic + Concise Firmware manuals. Software especially Dvypac, Zen, Pascal also required. Phone 0422 75366.

WANTED ORIC 1 48K without s/w except utilities in assembler etc. Price up to £60 ono. Write: N. Sandisin, 27 Dorset Road, Merton Park, London SW19 3EY. Local if poss.

WANTED AQUARIUS information tape recorder input output details printer interface details any information circuits must welcome Norman Waghorn 39 Cumberland Ave Broadstairs Kent.

WANTED REEL TO REEL tape recorder for 48K Spectrum + tapes send details of age, make, etc to Derek Scott, 26D, Harden Place, Hawick, Roxburghshire, Scotland TD9 7BY.

WANTED: ZX PRINTER will pay £10. Wanted: joystick will pay £4. Wanted: ZX microdrive and interface 1 will pay £26 telephone: Bristol (0272) 569599.

BBC B WITH Disk Drive and Printer. Swap for Nikon F3 with 28mm. 3.5 lens. Also 80-200 300m 4.5 also Fotoma Camera bag as new. Total £1,000. Tel: Mr Warner 01 529 5071.

WANTED: BBC B in good working order for approx. £200. Cash collection may be possible if in West Midlands. Tel: (0203) 303784

WANTED 16/48K SPECTRUM Will

swap for Vic 20 + C2N + Software including Arcadis, Vegas J'pot etc. + cash (£10). Tel: Chris on Burgh Heath (07373) 55591 or write 'Eastworth', Oatlands Rd, Burgh Heath, Tadworth, Surrey KT20 6BS.

WANTED Q-SAVE or other fastload-save program for ZX81. Tel: (0602) 399063 after 5pm.

WANTED MICROVITEC QL Monitor and Oume printer. Tel: Mendlesham 7130.

WILL SWAP MY ATARI 410 Tape recorder for a 1010 tape recorder plus £5.00 perfect condition boxed. Phone Wigan 53936 after 5pm.

WANTED: DISK DRIVE for CBM/PET computer. Dual or single drive required e.g. 2040, 3040, 4040 etc. Working model preferred but anything considered. Tel: Chester 675717.

SWAP CLASSICAL GUITAR Alhambra model, 9c and carrying case for Commodore 64 with extras or BBC Model B with cash adjustment. Tel: Evesing 01-363 3363.

SPECTRUM PEN PALS wanted all over the world. Girls + boys. Letters assured to all those who write. Colin Edwards, 33 Arcolene Road, London, SW2 2BQ England.

WANTED BBC MODEL B Swap CBM 64 + C2N + 1520 Printer all under guarantee + book + joystick + software inc. Beach head Coloss/Chess F/Parol Hobbit Hunchback worth over £450 + other software + mags. Mike, phone Cardiff 594488.

WANTED OLD MICROS Jupiter Ace, Sinclair MK14, UK101, ZX80 etc. etc. I won't make you rich, but I will give your loved ones a good home. Phone: 01-450 0214

WANTED CBM 64 with recorder. Offers to Matthew. Phone: 01-599 7989, after 6 pm.

SEIKOSHA GP 100 AS swap for parallel printer or BBC Roms. Tel: 01-241 2594.

BBC OR ELECTRON computer wanted! Also accessories. Must deliver. Tel: Sunderland 40856.

SWAP SUZUKI X 750 cc motorcycle, 10 months m.o.t. x-reg., taxed, top box, good condition. Tel: 01-998 6065, for an Amstrad CPC 464, or CBM 64 + Disk drive, Spectrum pws + w.h.y.

WANTED ZX81 out of order and keyboard not working. Tel: John 021 551 6427.

WANTED WORD PROCESSOR + other business and educational programs for ZX Spectrum. Good price paid. Write to Mr Alan, 28 Lansdown Road, 7 Kings, Ilford, Essex IG1 8NE.

WANTED CMB 64 + cassette recorder, will swap for 48k spectrum with joystick + Kempston interface. Tel: 0642 484785 after 5 pm.

WANTED NON-WORKING COMPUTER prefer CBM64. Consider anything. Condition unimportant, must be cheap. Tel: Mick, Basildon 417861.

WANTED EPSON HX 20 with Acoustic coupler + communications software. Ask for Gary. Tel: 0942 57423, before 5pm.

SWAP PRISM MODEM for graphics rom. for Beeb, Brathwaite 441.

I WILL SWAP MY SPECTRUM Currah Microspeech with Currah Dictionary for a ZX printer with paper. Contact: Leeds 620206, ask for Paul (after 4 pm).

WANTED MODEM to fit Dragon 64 RS232 socket acoustic or other type. Please ring with price and details 0422 247456. If wanted, have darkroom equipment colour, black/white to swap. **MICRODRIVE AND INTERFACE** wanted. Furthermore, has any one out there got an OCP Assembler or M/C Toolkit? Phone: Eric on Portsmouth (9705) 370559.

SWAP PHILIPS V2000 Portable video system, 8 hour tape, 4 months old, best offer or Spectrum 48k + extras; or sell for £250. Tel: Macclesfield 21571.

WANTED M/C PROGRAMMER to convert Spectrum program currently on market to Amstrad, Vic20 etc. 45% of retail and mail sales paid. Write to S. Johnson, 78 Nairn Street, Crookes, Sheffield S10 1UN.

WANTED TI-99/4A Expansion system; box RS232, 32k, disc; TI compatible printer, minimeopry, parsec, and any other interesting modules. Tel: Peterborough (0733) 424642 evenings.

SWAP OR P/EX Suzuki X7 250cc M/cycle 10 months m.o.t. tax, t/box rack, x-reg, g/cond for D/drive, printer, monitor, suitable for Lynx or cash. Phone: Hugh 01-998 6065 eve.

SWAP YOUR BBC-B for my Suzuki X-7 250cc m/cycle 10 months m.o.t. tax, t/box rack, x-reg, g/cond plus Lynx 96k plus software and books. Phone: Hugh 01-998 6065 eve.

SHARP STEREO music center for sale; SG-170EW, 72W, turntable, radio and cassette (with metal) plus speakers, sell £85, or swap for BBC printer or Grafpad. Tel: 08833 6687 (Surrey).

For Sale

MODEM FOR SINCLAIR SPECTRUM. Prism 500 + Brand new + instructions £50. Knutfield Ridge 2349.

BUSINESS S/W FOR SPECTRUM. Betadisk Professional, bought sales ledger, petty cash ledger, VAT calculator. £50. Tel: 01-504 9334 (evenings only).

AMSTRAD COMPUTER. Monochrome monitor, £70 of S/W, 1 Joystick. Swap for latest version of QL. Tel: 01-337 4595.

T1994A MINI MEM, PRK extended

Basic Pascal, plus other modules, joysticks. Today's price £400. Offers: 0339 21647 (Essex)

DUAL BEAM OSCILLOSCOPE. S.E. Labs SM 111: 15MHz bandwidth complete with two probe kits. Excellent working order. Wanted Dragon disk drives plus DOS or Delta drives plus DOS Tel: 07368 50478.

TEXAS T199/4A JOYSTICKS pair as new, unused £12: Spectrum programs: Ground Attack, Escape, Sound FX, Monster Mine, Autokopy, £2 each. Wanted: Phoenix, Painter (A & F), Omicallie IL Tel: Southampton (0703) 865086.

BROTHER EP22 printer-typewriter, RS232C interface 75/300 Baud. As new, boxed with paper and ribbons. Cost £170 sell for £100. Will send c.o.d. in UK. Phone Stevenage (0438) 723958.

T1994A + EXT Basic + Mini Mem + manuals + cassette lead + invaders + prog. basic with TI + graphics and bar-chart tapes + one year TI mags. £145. Tel: (0685) 877909 after 6pm.

ZX SPECTRUM with free game £20 ono V.G.C. Contact: P. Gower, 4 Citylink Crescent, Newport, Gwent.

QL PRINTER. Sekosha GP 250X, serial and parallel interface, 50cps dot matrix printer with graphics capability as new in box £175. Tel: 01-773 0495 evenings.

ZX interface 1 c/w RS232 printer lead. Virtually new. Cost £65, bargain £45 plus postage. Tel: (0373) 62051 evenings.

TEXAS TI-99 plus games worth £180 will sell for £75 ono. Make excellent Christmas present. Tel: Ramon or Steve on 061 205 5991 between nine to five weekdays.

DOWNSWAY programmable joystick for sale, with interface (Spectrum). £15.00. Phone 01-654 0053 evenings.

SHARP MZ700 with integral cassette plus two basics, 13 games, compiler and catalogues, etc. As new, boxed and guaranteed £185. Tel: Melksham 0225 704030.

DEUS EX MACHINA by Automata. Unwanted competition prize. Only £10. Worth £15. Phone Giles on (0625) 875475 after 6 p.m.

KAGA high res. green screen monitor, little used £85. W. H. Smith data recorder, new £28. Macclesfield 612502.

MUST SELL Sharp MZ700 with built-in printer plotter cassette plus Pascal E/Assembler 4 Basics and other software including games £190 worth £420. Tel: 0742 471160.

ZX MICRODRIVE, boxed, brand new, unused. Full guarantee £35. Tel: 0625 877 496.

COMPUTER SWAP

Computer Swap entries are limited to 30 words. Either fill in the accompanying form and send to Computer Swap, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2R 3LD or telephone 01-437 4343.

All software offered through computer swap must be in original condition and for private sale only.

It cannot be swapped.
Warning: It is illegal to advertise pirated software.

COMPUTER SWAP

Please write your copy in capital letters on the lines below.

Name.....

Address.....

.....

Telephone.....

ALPHA COM 32 printer, for Spectrum or ZX81. 6 months old. Very good condition £45. Tel: South Hokenen (0708) 857010.

TEXAS TI99/4A s/w. Extended basic (new) £50. Various models from £5 to £14. Inc. Blast, Car wars, Chess, Munchman, Pacman. Tel: 01-992 4548.

BURROUGHS B80 mini-computer 2x8" drives, 2x2.3 megabyte drives 1 + 30 2.3MB cartridges. Fully operational includes payroll, ledgers, account preparation, labelling, Cobol Compiler, Disk cleaner. Suit business or enthusiast £700 ono. Tel: Mark Rice (0804) 25045.

PLOTTER-PRINTER for TRS-80 and printer interface cable. Paper width 9", 75 characters across. £99 ono. Tel: Weybridge 57442.

BROTHER HR-15 professional electronic daisywheel typewriter & printer, centronics interface, comes complete with keyboard, 3 daisywheels, and error correction ribbons, worth £600. Accept only £300 ono. Tel: Andrew on 0625 614157.

SINCLAIR ZX microdrive and interface one, three cartridges and utility cassette. Complete with manual etc. Only £80. Tel: Norwich (0603) 400120 ask for Terry.

VIDEO GENIE EG3003 + books + 24 line programmable interface, 8255 based, suitable for control. Tel: 0535 44587 (Keighley).

ORIC 48K for sale, excellent condition. Over £100 worth of original s/w. Would make excellent Xmas present. Tel: 01-540 7860 for details.

16K COLOUR Genie with manual + tape recorder. £65 ono. Tel: Rhyt 0745 55423 after 6 pm.

ORIC 1, Black & White TV cassette recorder. £45 of s/w. £55 of books. 10 editions of Oric owner manuals. Open to offers. Tel: 01-699 5354.

NEC 8001 business computer 24K microsoft basic 32K RAM RGB hi-res monitor 80x25, 7 colour display. CP/M compatible w/printer cost £850. Bargain £300 or Dragon 64 + cash. Tel: 01-673 7877 evenings only.

PRINTER FOR SALE. Centronics 779, parallel interface, 3mm, cable. Offers. David — Hornchurch 42642.

ORIC MICRODRIVE 82A Printer. Dot Matrix 120 CPS. Block graphics. Parallel + serial interface. Complete with leads £150. ono. Tel: 0789 68080.

EPSOM TX80, 120 CPS. Dot matrix Printer + 3 new Ribbons. Simple, good quality printer, connects to most micros. £150. ono. Tel: Ashbourne 70645.

2 MICRODRIVES, ZX interface 1 complete compatible cassette. £200 of original s/w. Death Pack, Hobbit, Scorpio One, Kong £200. ono. Tel: 01-992 1362.

STAR GEMINI 10X printer for sale. Uses all Epson codes, friction + tractor + single sheet. PWO. £165 Tel: Leeds 786296.

OLIVETTI DISK DRIVE, suit BBC, Tandy, Video Genie etc. Good working order £75. ono. Tel: 08324 331.

DOT MATRIX printer Cosmos 80/142 columns £165 Telephone Hornchurch 557333 or work 01-594 3495 David Cole.

ATMOS 48K WITH software and books. Mint condition, still under guarantee. Great value at £85 ono. Tel: 0763-79282.

UNWANTED GIFT Telemold 2 modem compatible with BBC + C-64 no interface bought for £90 sell for £70 ono. Tel: Gt Yarmouth (0493) 602977 Between 5pm and 8pm.

48K LYNX, in original condition, with leads, intro tape, manual and user manuals. £85 ono Phone Hayes (Middx) 01-561 4653.

FOR SALE TRS-80 Model 1, 48K double density two disk drives printer + paper software manuals + leads £600 ono. Tel: (0905) 3583800 evenings Worcester.

"THE TIME MACHINE" by Channel Eight cost: £5.50. Tel: Blythe 47415 4pm-9pm, or write to: 96 Woodlands Avenue, West Blythe, Weybridge, Surrey KT14 6AP.

SHARP MZ 700 + TV monitor + data recorder + Space Invaders + Pac Man + Scramble and mailing list and more. Only 6 months old, sell for just £200. Tel: 061-486 9601.

CUMANA 100K Disc Drive for BBC, four months old, hardly used. With cables, utility disc and manual. Excellent condition only £80. Tel: Chertsey (09328) 62124.

SINCLAIR QL (lates version), with printer and monitor cables. £380. Tel: Aileen Fareham 662533.

ORIC ATMOS 48K excellent condition + £70 worth s/w books, four Oric owner manuals, two cassette leads, £150 ono. Write or call at 62 Almond Avenue, Kidlington, Oxford, OX5 1EW Phone (0867) 54654.

PHILIPS G7000 Video game with seven games worth £2000. Will swap for Spectrum 48K games or equipment of will sell for £60. Tel: 061-484 449.

S/W FOR 48K Lynx. Inc. level 9, Colossal Adventure, snowball, Golf, Muncher, Numerons, Willow Soft games Volume 1. £25 the lot. All original. Tel: (0728) 747348.

TI994A vgc with cassette leads, joystick interface, books + tapes. £70 ono. Tel: 0590 78268.

SHARP PC 145, manual, boxed, lies, guaranteed. For a ZX81 or sell. Tel: 01-804 3229.

MUST SELL SHARP MZ700 computer with built-in 4-colour printer plotter and cassette plus Pascal Mcode 4-basics zen ED/ASS and other software. Any offers considered. Tel: (0742) 471160 after 6.30pm.

MODEL RAILWAY layout N gauge 180ft track, 3 controllers, 6 locos, coaches, rolling stock, all unused value approx £370. Swap for computer or Commodore monitor. Phone (0395) 273143.

PHOTO-COPIER for sale, '3m Scotch Copier'. Perfect working order. Accept £35 or swap for ZX81 etc. (0224) 675717.

TELETEXT ADAPTOR for BBC. £160ono. Tel: 01-968 3092.

INTELLIVISION TV game with voice cartridge + 2 games £50 Spectrum 48K with 8 tapes (games) £85. Alan VCS s/w + missile command etc. £75. Tel: 01-519 3874.

CURRAN MICRO SPEECH for ZX Spectrum. Excellent condition. Bargain at £18 Also "Sherlock" as new with manual for £7, and "Psytron" for £3. Tel: (0909) 477189 after 6 pm.

SANYO MBC 555 monochrome monitor. Only £900 inc. of vat + s/w eg: word star, data star, etc. Tel: Wigan (0942) 47423 before 5 pm, Gary or Dave.

AQUARIUS + date recorder £50. Tel: 061 308 4959.

14 MICRODRIVE (cassettes). £3.00 each. Tel: 01-458 6481 (eve.) Peter.

FULLER FPS Spectrum keyboard, £35.00 inc postage. Tel: Welwyn Gardens 24244.

NEW BRAIN MODEL A £90 ono, also Zenith mono monitor (cost £110) £80 ono, will sell separately or together £150. Tel: 01-858 1782 (London SE3).

MEMOTECH MTX512 64 rarely used, new latest Christmas, £315, inc 4 games, manual etc. Accept £175. Tel: Ruislip 77682.

SHARP MZ 80 A £175. Tel: Sheffield 872819.

ZX PRINTER C/W 4 rolls paper & p.s.u. still boxed. ZX81 Spectrum basic course book £4.00, ZX 81 NEC £2.00 Tel: 01-663 8102.

LYNX 48K for sale as new with manual, leads and some software £140. Tel: 01-699 9185 SE London.

APPLE II 54k Rampack 280 CP/M pack pal, encoder + disk drive £550. 56 Park House, Seven Sisters Road, London N4.

FOR SALE Fuller FDS keyboard for Spectrum £30, Currah micro speech £20. Phone: 959 3788 after 4 pm.

VIDEO GENIE EG3003 with built-in cassette, comes with manuals, books (incl. Capt. 80 Adventure), and programs £90 + carr. Phone Phil (0642) 818475 after 6 pm.

PERSONAL RECORDS module for TI99/4A computer. Tel: Downsland 53157 (Croydon) eve.

CUMANA DISK DRIVE 40 track, half height, sell £110 ono or swap for Pioneer car radio/cassette player (auto reverse and digital tuning). Tel: 08833 6687 (Surrey).

RGB COLOUR 14" Microvite monitor, Apple compatible, with case to match resolution 653(H) x585(V), excellent condition (still in original packaging) only £200 ono. Tel: (0203) 303784.

SHARP MZ700 cassette printer plotter, pen sets, rolls paper, software, games, utilities, books £275 o.n.o. William Nagle, 19 Meikle Road, Glasgow G53 5JG, Tel: 041 883 0521.

AMSTRAD CPC 464 colour computer including educational and game software, only 10 months old, items in original packing, only £187. Excellent condition. Phone Cy on 0279 28689 between 6-9 pm only.

SANYO DR101 cassette recorder, good working order, sale for £20 or swap for BBC software. Tel: 01-304 3659.

ADVENTURE HELPLINE

Nosferatu on Vic20. I have a decomposing corpse, an old witch, a man-eating shark and a dark tunnel — help!! Tom Liversage, 43 Gallus Square, Ferrier Estate, Kidbrooke, London SE3 9N2 (Tel 01-319 2190).

Twin Kingdom Valley on BBC. Can anyone help in the later stages of this adventure? Richard Ankers, 56 Ettington Close, Wellesbourne, Warwickshire CV35 9RJ.

The Hulk on Spectrum. How do I get the big gem? And how do I block the gas outlet? Stephen Fitzgerald, 10 Highfield Drive, Ickenhams, Middx.

Mountains of Ket on Spectrum. How do I get past the skull and the dragon? I Musgrove, 53 Lower Village Road, Sunninghill, Ascot, Berks SL5 7AF.

Denis Through the Drinking Glass on Spectrum. How do you get out of Number 10? Stephen Barnett, 45 Linton Walk, Brooklands Village, Erdington, Birmingham B23 7YJ.

Pub Quest on Commodore 64. I cannot cross the road that is in front of the pub? How do you open the cupboard in the toilet? David Bates, 7 Danelaw great Lumley, Chester-le-Street, Co Durham, DH3 4LU.

Voodoo Castle on Vic20. I cannot get through the crack in the wall. Conal Wright, 120 King George's Avenue, Leuscon, Suffolk, IP16 4JJ.

Snowball on Spectrum. I need help! John Rundle, 26 Western Road, Aldershot, Hants GU11 3PL.

Valhalla on Spectrum. I don't understand the third clue that helps you find Skornir. D Leech, 12 Hillcrest, Halton Brook, Runcorn, Cheshire.

The Count on Vic20. How do I get to the tomb and what use is the lens set in the oven. Michael Turpin, 115 Meadow, Hodderdon, Herts.

Hobbit on Spectrum. After collecting the ring, where should I go? How do you escape the goblin's dungeon? David McCall, 20 Manse Crescent, Stanley, Perth, Scotland.

Calixto Island/Shinaniags on Dragon. How do I get to Calixto Island? Shenaniags — how do I get into the su-way? Paul Mitchell, 14 Honeybrook, Waltham Abbey, Essex EN9 3DD.

Velnor's Lair on Spectrum. Velnor always kills me with a bolt of lightning (I am a warrior). P Sellick, 1 Evenglade Park, Abingdon, Oxon OX14 3SZ.

Four Gates to Freedom on Vic20. What is the code to open the large metal door with the code-input panel? Raymond Kirk, Flat 1, 108 The High Street, Norton, Stockton-on-Tees, Cleveland.

Valhalla on Spectrum. All I can do is map adventure land. How do you start the quest? Penny Webber, 23 Osprey Park, Thornbury, Bristol, Avon.

Hobbit on Spectrum. How do you get out of the goblin's dungeon? How do you read the map? R Smith, 17 Kirton Close, Mansfield, Notts.

Hobbit on Spectrum. What do you do after opening the window to the goblin's dungeon? JA Saunders, 141 Lent Rise Road, Burnham, Bucks SL1 7BN.

Valhalla on Spectrum. I can't find Drapnir. Who is my weak friend? K Norton, 8 Devonshire Close, Stavely, Cheshire.

Ship of Doom on Spectrum. How do you get the key out from the glass cover? How do you get the body out of the ice block? Mr Hughes, 131 Holme Lacy Road, Putson, Hereford, HR2 8DG.

Snowball on BBC. I cannot find the combination to the door in the pink and green security alcove. Also, how do you use the screen? Mark Neale, West Kell House, Station Road, Patrington HU12 0NE.

Dark Dungeons on Vic20. What does the magic scroll say when it is decoded? Anthony Coitman, 42 Carlton Avenue, Kenton, Middx.

Golden Baton on Spectrum. I can't get into the caves under the hut (I can't find a light). I have got the rag and matches. Stephen Manchester, 32 Watt Street, Southcoates Lane, Hull, N. Humberside HU9 3BJ.

Knight's Quest on Spectrum. I cannot find the poppy to open the door. Craig Waddell, 14 Jarvie Place, Glenrothes, Fife, Scotland.

Dragon 32

1 (1)	Hunchback	Ocean
2 (3)	Hungry Horace	Melbourne House
3 (—)	Mystery of the Java Star	Shards
4 (2)	Chuckie Egg	Software
5 (5)	Cuthbert in Space	A&F
6 (4)	Mr Dig	Microdeal
7 (8)	Kriegspiel	Beyond
8 (7)	Dragon Chess	Oasis Software
9 (6)	The King	Microdeal
10 (10)	Bag Driver	Mastertronic

Atari

1 (1)	Attack of the Mutant Camels	Llamosoft
2 (3)	Computer War	Atari
3 (4)	Gaxxon	Centrossoft
4 (4)	Sub Commander	Creative Sparks
5 (9)	Tank Commander	Creative Sparks
6 (5)	Carnival Massacre	Atari
7 (7)	Leppit	Imagine
8 (7)	Gridrunner	Llamosoft
9 (—)	Encounter	Hi-tec
10 (10)	Slinky	Centrossoft

Spectrum

1 (1)	Daly Thompson's Decathlon	(Ocean)
2 (3)	Beachhead	(BS Gold)
3 (4)	Kokoni Will	(Elite)
4 (10)	Underworld	(Ultimate)
5 (5)	Avalon	(Hewson)
6 (2)	Danger Mouse in Trouble	(Creative Sparks)
7 (—)	Pajamaram	(Microgen)
8 (7)	Tornado Low Level	(Vortex)
9 (6)	Deus Ex Machine	(Automata)
10 (—)	Turmoil	(Bug Byte)

(Figures supplied by W H Smith)

Vic 20

1 (—)	Wizard and the Princess	Melbourne House
2 (2)	Duck Shoot	Mastertronic
3 (1)	Computer War	Creative Sparks
4 (8)	Max	Anirog
5 (—)	Sub Commander	Creative Sparks
6 (—)	Tower of Evil	Creative Sparks
7 (10)	Sub Hunt	Mastertronic
8 (9)	Snooker	Visions
9 (—)	Space Scramble	Mastertronic
10 (—)	The Perils of Willy	Software Projects

Commodore 64

1 (—)	Fighter Pilot	Digital Integration
2 (—)	PC Fuzz	Anirog
3 (—)	Hampstead	Melbourne House
4 (10)	Cludo	Leisure Genius
5 (9)	Chiller	Mastertronic
6 (—)	Beachhead	Centrossoft
7 (—)	Scrabble	Leisure Genius
8 (1)	International Soccer	Commodore
9 (—)	Bruce Lee	Centrossoft
10 (—)	River Raid	Activision

Amstrad

1 (2)	Harrier Attack	Durrell
2 (4)	Code Name Matt	Micromega
3 (7)	Chess	Amsoft
4 (8)	Roland in the Cave	Amsoft
5 (5)	Star Commando	Terminal
6 (6)	Carnival Massacre	Atari
7 (3)	Monster Chase	romick
8 (9)	Admiral Graf Spey	Termination
9 (—)	Roland goes Dying	Amsoft
10 (—)	Electro Freddy	Amsoft

BBC

1 (1)	Elite	(Acornsoft)
2 (2)	Jet Pac	(Ultimate)
3 (3)	Mr Eo	(Micropower)
4 (4)	Frank	(Acornsoft)
5 (7)	Micro Olympics	(Database)
6 (—)	3D Grand Prix	(Software Invasion)
7 (6)	Aviator	(Acornsoft)
8 (—)	Eddie Kids Jump Challenge	(Software Communication)
9 (10)	Erik the Viking	(Mosaic)
10 (5)	Wallaby	(Superior)

(Figures supplied by W H Smith)

POPULAR
Computing
WEEKLY

NEW!

Readers' Chart

Vote each week for your favourite titles



Each week Popular will compile its own special software top ten chart — compiled by YOU

All you have to do to vote for your current three favourite software titles is to fill in the form below (or copy it out on to another sheet if you don't want to damage your magazine) and send it off to: Top 10, Popular Computing Weekly, 12-13 Little Newport Street, London.

To add a bit of spice we will be sending a £50 prize each week to the person who correctly selects that week's top three. If no-one gets it right the £50 will be added to the following week's chart and so on until someone gets it right! (If there is more than one winner that week's prize — whatever the 'pot' stands at — will be split equally between all the correct entries.)

Entries are now being accepted for Week 2. The chart fund stands at £50. Voting for Week 2 closes at 2pm on Wednesday November 28.

Name..... My top 3: Voting Week 2

Address..... 1.....

..... 2.....

..... 3.....

Diary

Event	Dates	Venue	Admission	Organisers
Compec 84	Nov 13-15 10.00am-6.00pm Nov 16 10.00am-4.30pm	Olympia	£3.00	Feed Exhibitions 01-643 8040
6809 Colour Show for Dragon and Tandy Users	Nov 17-18 10.00am-6.00pm	Royal Horticultural Halls London SW1	£2.00 adults £1.00 children	Computer Marketplace 01-930 1612
Christmas ZX Microfair	Nov 17 10.00am-6.00pm Nov 18 10.00am-5.00pm	Alexandra Palace London N22	£1.50 adults £1.00 children	Mike Johnston 01-801 9172
Hambridge Computer Fair	Nov 18 11.00am-5.30pm	Winter Gardens Cleethorpes	50p (accompanied children 25p)	Grimsby Computer Club 0472 694047
Computer Auction	Nov 28 6.00pm	Bonington Hotel Southampton Row London WC2	Free	Crocker Computer Auctions 01-367 8838
Electron and BBC Micro User Show	Dec 6-8	New Horticultural Halls London SW1	£3.00 adults £2.00 children	Database Publications 061-456 8383

RUNE FOR MORE

Sometime last year, around a month or so before *Valhalla* was finally issued, Dorcas issued a program called *Oracles Cave* which featured an animated man who walked around, climbed ropes, fought baddies and hunted for treasures, in some ways the first animated graphics adventure.



Dorcas has now released a sequel to *Oracles Cave* entitled *The Runes of Zendos* which features the same general layout and a similar, although smaller, character.

The plot is complex and has been deliberately designed to function on different levels — on one it is a bash it out dungeons and dragons variant, on another it has a text adventure in which amongst other things you try to discover the meaning of various secret runes.

Here's the plot. The year has been trapped — the spirit of

each month is hidden in 12 Runic Hour Glasses which are scattered deep within a magical castle. You must find each glass and attempt to decipher the runes around it.

Top half on the screen shows the action — the little man who walks, runs, fights and climbs. The bottom is for you to input your sentence and for other information. There are a lot of options within the game including saving to microdrive. The 12 glasses form 12 connected, but separately playable, adventures, and you can switch to other adventures at any time during any game.

Graphically it's fair, but not to be compared with the likes of *Tir Na Nog*, nevertheless it's tremendously playable and should take ages to solve completely.

Program *The Runes of Zendos*
Price £7.95
Micro Spectrum
Supplier Dorcas
 3 The Oasis
 Glenfield
 Leicester

NOT STUPID

Castle Blackstar is the latest release from CDS Micro Systems and is, unusually for the company, an adventure. Plotwise, what we have portrayed here is woman as powerful (and beautiful) force of good rather than woman as helpless (but beautiful) captive in the hands of evil.

Lady Artemis is a goodie;

CDS Micro Systems

CASTLE BLACKSTAR



she has hair like spun silver, is tall and willowy, and she has lost her power orb. Guess what you have to do.

First impressions of this adventure are good, it has a pleasing BBC like character set and has been very thoughtfully planned. The mark of a clever adventure is when it responds to incorrect inputs (ie, wrong guesses) intelligently. For example, when stuck in the woods I first tried jumping, to which it said 'after jumping up and down for a while you are forced, breathlessly, to stop', then I tried to climb a tree, basically I was told not to bother. Such things for addictiveness make; such a relief — it didn't say 'you jump'.

If you want a quality text adventure that won't irritate you with stupid responses, you'll enjoy this.

Program *Castle Blackstar*
Price £5.95
Micro Spectrum
Supplier CDS Micro Systems
 Silver House
 Silver Street
 Doncaster
 South Yorkshire

HACKABLE

Software Projects have, in *Lode Runner*, provided a game which is designed to be hackable. You are positively encouraged to redesign layouts, baddies and just about everything in *Lode Runner*. Without redesign what you get is a pretty unexciting version of *Apple Panic*; run along platforms, climb ladders, collect blobs.

However, it's easy to design your own screen layouts of platforms and ladders, placing baddies and goodies wherever you want. Thus rather like all those *Manic Miner* redesigners, you can make the thing as easy or difficult as you want.

Program *Lode Runner*
Price £9.95
Micro Spectrum
Supplier Software Projects
 Bear Brand Complex
 Allerton Road
 Wootton
 Liverpool



This Week

Maths Plus	Ed	Commodore 64	£6.95	Scisoft
Science	Ed	Commodore 64	£6.95	Scisoft
Time Trucker	Ed	Commodore 64	£7.95	ASK
World Geography	Ed	Commodore 64	£7.95	Superior Soft
Arcadia	Arc	Dragon 32	£5.50	Beau-Jolly
Number Painter	Ed	Electron	£8.95	ASK
Frogger	Arc	Jupiter Ace	£4.95	Mountsoft
Moneybags	Arc	Jupiter Ace	£4.95	Mountsoft

Number Painter	Ed	MSX	£8.95	ASK
QL Lisp	Ut	QL	£59.95	Metacomco
Knight Lore	Arc	Spectrum	£9.95	Ultimate
Battlecars	S	Spectrum	£7.95	Games Workshop
D Day	S	Spectrum	£7.95	Games Workshop
Run for Gold	S	Spectrum	£9.95	Hill McGibbon
Yacht Race	S	Spectrum	£9.95	Hill McGibbon
Backpackers Guide to the Universe	Arc	Spectrum	£7.50	Fantasy

PSI — LOW

It would be a shame if *Psi Warrior* — the new offering from Beyond — was completely overshadowed by the imminent release of *Doomdark's Revenge*, even though they are for different machines.

You are the very nicely animated Psi Warrior, gliding along the various colourful areas of the Home Silo, with a mission to do battle with and destroy The Source, who is seriously considering the reduction of the Human Race to mindless hulks. (Someone should have told him *Coronation Street* has done it already, twice a week for the last 20-odd years).

Descending though the Silo you must trap PSI and Id creatures before they get you, and increase your own mental powers at their expense. Then you can teleport, levitate, become invisible and remote-view your way to victory.

Looks like it could be worth a try ... plus there's the now obligatory competition.

Program *Psi Warrior*
Price £9.95 (cassette)
£11.95 (disc)
Micro CBM64
Supplier Beyond
Lector Court
153 Farringdon Road,
London EC1

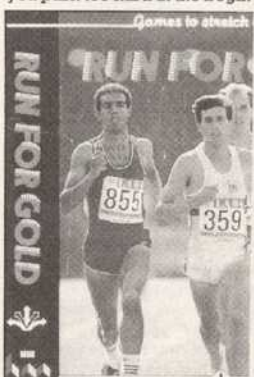
RUNNING IN

Run For Gold by Hill MacGibbon really is an excellent program, featuring some truly

excellent graphics. It's way beyond the usual left, right pummeling featured in *Hyper Olympics* and the rest. Here the real flavour of training and moving up through the ranks is apparent — running as tactics rather than keyboard bashing.

A large nicely animated sprite seen from behind is your runner; other runners are computer controlled. You need to control speed and movement, and left and right. All my early attempts resulted in me crashing across the tracks and smashing into another runner.

It isn't a matter of running as fast as possible all the time either, energy is finite and if you push too hard at the begin-



ning you'll have nothing left for the finish. And there are results boards, world record attempts, even occasional news flashes to spur you onto greater heights of competitive frenzy.

Program *Run for Gold*
Price £9.95
Micro Spectrum
Supplier Hill MacGibbon
92 Fleet Street
London EC4Y 1DH

Pick of the week

Knight Lore is quite simply the most technically awesome game Ultimate have ever released, graphically it makes everything else (except maybe *Tir Na Nog*) look neandathal.

What you get is a Zaxxon like, edge on view of the action, as a cartoonish Sabreman character moves around the rooms of a mysterious castle. Beyond this I can only speculate about the plot since Ultimate in its usual tradition gives nothing away on the box whatsoever. All I know is that your objective is to stop yourself from turning into a werewolf by finding a potion...

The graphics are masterpieces of design — Ultimate must be employing as many graphic designers as programmers these days. There are no colour resolution problems by the simple expediency (like *Tir Na Nog*) of making everything two-colour — I think it actually adds to the atmosphere.

Some rooms contain baddies of one sort or another to be avoided and most contain some sort of puzzle about how to get to the exit — a bit like *Manic Miner* in 3-D but with a greater freedom about how they are solved: eg, in one room it's a matter of getting some tables from a previous room and using them to jump high over an obstacle. In other rooms innocent-looking platforms dissolve to reveal traps beneath — elsewhere secret alcoves containing treasures

CARTOONESQUE



may be discovered.

Ultimate have termed this a 'do whatever you want with whatever you can find' option, filmation and it would seem to allow for much greater freedom of action, making the game that much more enjoyable.

I would stick my neck out and say that this must be one of the five best Spectrum games ever if it wasn't for the fact that some Ultimate games, whilst initially amazing have proved almost unplayable — *Lunar Jetman* being a case in point. I suspect that *Knight Lore* is going to prove very addictive indeed, though.

Program *Knight Lore*
Price £9.95
Micro Spectrum
Supplier Ashby Computers and Graphics
The Green
Ashby de la Zouch
Leicestershire LE65 3JU

This Week

Program	Type	Micro
Forest at World End	Ad	Amstrad
Er'Bert	Arc	Amstrad
Number Painter	Ed	Amstrad
Airlift	Arc	BBC
Jack and Beanstalk	Arc	BBC
Overdrive	Arc	BBC
Smash and Grab	Arc	BBC
Space Pilot	Arc	BBC

Price	Supplier
£6.00	Interceptor
£5.95	Microbyte
£8.95	ASK
£7.95	Superior Soft
£7.95	Superior Soft
£7.95	Superior Soft
£7.95	Superior Soft
£7.95	Superior Soft

Star Warp
Zany Kong Junior
Mr Wiz
Raid over Moscow
Smuggler
U.K. Geography
Astronomy
French
Geography

Arc	BBC	£7.95	Superior Soft
Arc	BBC	£7.95	Superior Soft
Arc	Commodore 64	£7.95	Superior Soft
Arc	Commodore 64	£9.95	US Gold
Arc	Commodore 64	£7.95	Superior Soft
Arc	Commodore 64	£7.95	Superior Soft
Ed	Commodore 64	£6.95	Scisoft
Ed	Commodore 64	£6.95	Scisoft
Ed	Commodore 64	£6.95	Scisoft

HE SLIMED ME!

Who you gonna call? *Ghostbusters!* you may not have seen the film yet, perhaps you ignored the hit record but you shouldn't miss the program of the film of the record. *Ghostbusters* is not only a pretty good game, it has what must be the best music ever heard on a computer game. Using the Commodore Sid chip and a mere three channels, Activision have produced music that captures the record well enough to have the entire office and indeed all of Sunshine Towers bopping around the room.

Not only do you get music, but using some very nifty digital techniques you also get speech. As the music plays, press the spacebar and you get a very clear and slightly hysterical shout of **GHOSTBUSTERS!** The game is more than an

arcade shoot-em-up, more like a strategy game mixed with a shoot-em-up. The idea is to make money by trapping ghosts making haunted houses suitable for ordinary American families. The first thing is to buy and equip your wagon — you need blasters and traps, and as you earn more money so you'll be able to buy bigger and better equipment.

Next stage is a map of the city which shows where ghosts are to be found. After driving along the road, you come to the house itself where the ghost must be trapped and blasted. The graphics are all consistently excellent and the game retains the interest — but the music!

Program *Ghostbusters*
Price £9.95
Micro *Commodore 64*
Supplier *Activision*
15 Harley House
Marylebone Road
Regent Park
London NW1 5HE



FAMILY FUN?

Now here's the simulation to end all simulations for paranoics everywhere. In *Nato Commander* you get to defend the free world from unprovoked Communist aggression. Experience tension on your East German borders! Fun for all the family!

Unlike many strategy games this one keeps the commands down to a minimum, mostly it's a matter of using cursors and a couple of keys to move units around, get status reports, etc. The large scale map of units includes relevant details such as terrain, rivers, etc; move-



ment works logically — ie, it takes longer over rocky hills than smooth flats.

If things go really badly you get to use nuclear weapons, though this costs you a penalty of one political point. That's all! The game is extremely sophisticated; factors like political opinion and morale are important considerations. There is also a choice of scenarios, one of which has Nato attacking first — surely we British would never do such a thing?

You may be one of those people who finds that the whole idea of European conflict is so frightening and disgusting it is not a proper subject for a computer game. If not, it is at least cleverly programmed.

Program *Nato Commander*
Price £9.95
Micro *Commodore 64*
Supplier *US Gold*
Unit 10
The Parkway
Industrial Centre
Heneage Street
Birmingham B7 4LY

ILLUMINATION

Games Workshop has released its first programs and, not surprisingly, all are loosely in the Strategy/Adventure mould rather than blam blams arcade response games. *Tower of Despair* is an epic adventure divided into two 48K Quilled adventures. Sometimes the Quill can be used lazily, but here thoughtful touches such as illuminated letters (illuminated as in monks rather than lights) and redesigned character sets ensure there is no sense of visual déjà vu.

Rather like the Salamander *Dan Diamond* series, the program comes with an illustrated booklet that also contains clues to the game as well as a couple of maps. The adventure itself looks pretty difficult.



Program *Tower of Despair*
Price £7.95
Micro *Spectrum*
Supplier *Games Workshop*
27/29 Sunbeam Road
London NW10 6JP

This Week

ASK, Applied Systems Knowledge, London House, 68 Upper Richmond Road, London SW15 2RP, 01 874 6046 **Beau-Jolly**, Beau-Jolly, 19A New Broadway, Ealing, London W5 5AW, 01 567 9710 **Fantasy**, Fantasy Software, 27A St. Georges Road, Cheltenham, Glos GL50 BDT, 0242 512231 **Games Workshop**, Games Workshop, 27/29 Sunbeam Road, London NW10 6JP, 01 965 3713 **Hill McGibbon**, Hill McGibbon, 92 Fleet Street, London EC4Y 1DH, 01 353 6482 **Interceptor**, Interceptor Micro's, Lindon House, The Green, Tadley, Hampshire, 07356 71145 **Metacomco**, Metacomco, 26 Portland Square, Bristol, BS2 8RZ, 0272 428781 **Microbyte**, Microbyte Software, 18 Hilgrove Road, Newquay, Cornwall TR7 2QZ, 06373 6886 **Mountsoft**, Mountsoft Computing, 91 Killingworth Dr, High Barnes, Sunderland SR4 8QS, **Scisoft**, Scisoft, 5 Minister Gardens, Newthorpe

Eastwood, Nottingham NG16 2AT, 0773 764501 **Superior Soft**, Superior Software, Regent House, Skinner Lane, Leeds LS7 1AX, 0532 459453 **US Gold**, US Gold, Unit 10, The Parkway Ind Centre, Heneage Street, Birmingham B7 4LY, 021 359 3020 **Ultimate**, Ultimate Play the Game, Ashby de la Zouch, Leicester, LE6 5JV, 0530 411485.

Key: Ad — adventure/Arc — arcade/Ed — education/
S — strategy-simulation/Ut — utility

This Week is a new section that covers all the new software coming on to the home micro market each week. All suppliers should send details of their new programs to: This Week, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2R 3LD.



Inverted snobbery

Most speakers produce nongrammatical utterances (with varying frequency), but even so they are understood by other people. This is not so with computer languages, because if an utterance (say a line of program) is ungrammatical, the meaning of that line will not be understood by the computer. Another term for grammar, more commonly used for computer languages, is 'syntax'.

There is a crucial distinction between 'meaning' and 'grammar' in the case of computer languages, which is not as important for ordinary languages. For ordinary spoken languages, the difference between syntax and semantics can be the key element in much humour: A pun, play on words, or a 'knock, knock' joke depend upon the human ability to extract more than one meaning out of the same utterance.

The study of the meaning of a utterance in ordinary speech, or the meaning of a line of computer program, is termed 'semantics', and the study of any language is the study of both its syntax, and its semantics. Ordinary

spoken languages are often known as 'natural' languages, and with natural languages the rules are often not explicit, as they have to be with computer languages. Natural languages are not planned; they evolve.

I consider that one important reason why so many computer programs are badly written is that the programmer often uses the same approach to writing programs as he does in speaking his native language. Natural language is noted for its ability to fudge, and its lack of precision, which is acceptable in a spoken language, but is poor technique when programming a computer.

The incoherence of many programs, is related — so I believe — to a general malaise in education. The malaise is the fear of precision, the desire to take the easy route — the 'never mind the spelling, feel the emotion' syndrome. As the study of grammar becomes less and less important in teaching English today, tyro programmers are often unaware of the importance of syntax in their own spoken language, let alone in a programming language.

Anthony Burgess notes (in *Language made plain*) that it does not matter if 'gauge' is spelt 'guage', because we all know what is meant. But do we? Burgess' position presupposes an erudition on the part of the reader, which is not shared by the person who cannot spell. Sympathy for the illiterate is inverted snobbery from those who are not illiterate — and is unfair to those who are.

Computers, however, are not fooled. One underestimated benefit which comes from the use of computers is the realization that words are important, and that sometimes rules have a purpose.

Boris Allan

Electric shock

Puzzle No 134

David was looking decidedly pale and shaken in the office this morning.

"Just had the electric bill," he replied in answer to my questioning. "They reckon it comes to several thousand pounds!"

"There must be either a fault in the system or a mistake has been made somewhere," I tried to reassure him.

"It's odd," continued David, "but I took the reading immediately after the meter reader had left and yet their reading comes to 78,217 units more than mine."

He showed me the two readings and as I studied them some spark of understanding stirred. "Where is your meter?" I asked.

"Oh," he replied "under the stairs — right at the back of a load of old junk. In fact, the man from the electric company had to lie full length on an old table with his head dangling over the end, to read the wretched thing."

"Ah," I exclaimed, with a flourish worthy of Sherlock Holmes. "You see, what he did was to read the five-digits upside down. For example, 69801 would read as 10869."

Can you work out what the reading on the five-figure meter was?

Solution to Puzzle No 129

A = 66 B = 83

From the clues, we know that both A and B are in the range 32 to 99, as they have four-digit squares (Clues 1 down and 4 down). Also, B is the larger and exceeds A by at least 10 (Clue 5 down). By assigning values to A and B in the program, we can check if the relevant digits match in the grid.

When comparing the position of digits within a string, the program assumes that the first character of the string is reserved for the positive/negative sign.

```
10 FOR A = 32 TO 99 FOR B = 49 TO 99
  LET AS = STR$(A)
  LET BS = STR$(B)
  IF MID$(AS,1,1) <> MID$(BS,1,1) THEN GOTO 170
  IF MID$(AS,2,1) <> MID$(BS,2,1) THEN GOTO 170
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